World-type:

The world is 3D (With 2D possible in sections with side scrolling based on storyline). The world should be relatively open to the player. But will be limited to certain portions as long as they are early into the game. Certain in-game events will trigger open sections (similarity to dark souls 1 after obtaining the lord vessel, this opens up 4 routes to be taken).

Movement:

The player controls a character using the third person camera which can be lowered and raised to an over-the-shoulder perspective. For this they can either use the WASD keys or a controller. Movement can be performed by walking forward (W) and backward (S). Strafing can be performed in both directions (A & D respectively). The rotation of the player will depend on the position of the mouse / joystick. This should be a standard movement system that is easy to pick up for new players and intuitive for gamer veterans.

Attacks:

Attacks can be performed in various ways depending on the dimension the player is located in. Depending on this dimension, they must decide what to do with the tools they have at their disposal in that dimension. Weapons are created out of parts scavenged from dimensions or given / sold to the player. Most parts can be combined into different weapons that have a respective function given a dimension they were found in.

Goal:

The main goal of the player is to first find out why they are chosen to do the task they are performing. Just like any choice they make impacts the flow of the game, the game has ways of making known that they are chosen to perform a certain task (Interaction with NPC could be used to make it clear ( ≅ fire keeper)). The end goal is to understand why the things are happening, learning that death is part of life and no amount of dimensional interaction can stop the process. The player can however influence their end and how they choose to live out the ending.

* If they choose to go a positive route, they can choose to close the rifts. Doing this causes apparitions to no longer appear and brings a sense of peace and rest. NPC’s will praise them as a hero and they live the rest of their life in comfort.
* The player can choose to destroy the world (This is considered a bad ending) by letting the rifts run wild and absorb the world around the player. This could be used as a game over state as well. But might feel out of place if used for both.
* The player chooses to return to one of the dimensions and lives the rest of their life there, causing the other dimensions to fall into chaos.
* …

Features and mechanics

* The main mechanic is the ability to warp between dimensions, most items the player carries will be adjusted for their destination so that they make sense. The player can prevent items from being converted by performing certain actions. But using these items requires caution as to not impact the local population of the dimension. This is split up into multiple parts.
  + Using a medieval item in the future (depending on the item archetype) will decrease standing if spotted, due to the barbaric nature of the item used the locals will turn their back on the player and lose interest in them.
  + Using futuristic items in the other dimensions is considered more dangerous, as the locals might see it as heresy and the player could be branded a sorcerer for using them.
  + …
* Dimensional essence can be collected to fill an item with essence of the dimension the item was obtained in. Filling an item with this essence allows it to remain in its form when traversing to other dimensions. As time progresses the items will slowly drain of essence. When they run out, the item will revert back to its natural state. The item will then be placed on a cooldown before it can be infused again.
* Rift dungeons have a chance to appear while the player is exploring the world. When one opens, the player will be notified a rift has appeared and they can choose to enter it. The rift will also be logged for later use and can be opened from the hub world upon request and replayed (Bloodborne chalice dungeon style or Diablo 3 set dungeon). These rifts can be used to move between realms (Similar to GoW) but can also be filled with enemies or bosses (adjust to level). After the dungeon is completed it is recorded into the log and some items / information / essence is obtained.
* Dimensions will slowly decay over time, requiring the player to use a certain amount of essence to keep the world alive, the more a world has decayed, the lower the rewards for defeating enemies will be. If a world is forsaken by the player, it can be “revived” at a shrine in the hub (This will return the world to its original state and stop decay for a set time, during which the players health will be decreased and they need to scavenge for essence to gain back their max health portion invested).

Art style:

Low poly stylized art (flat color shading). This art style ensures that the game will not look dated in years to come with the improvement of textures and possibilities in PBR rendering. Added benefit that unity does this inherent nicely on its own.