Aims & Goals

The main aim of the product we aim to deliver is to provide an accessible gaming experience for all types of gamers. In today’s age of smart devices, a lot of us are walking around with quite advanced computing hardware sitting in our pocket. We are hoping to take advantage of this and make *Rule of Atonement* completely cross-platform compatible. Whether it be on a mobile device, gaming console or PC, we want to be able to deliver a consistent gaming experience.

To achieve this, we are focusing on a “Sacrifice where necessary” architecture model. This is one of our main goals, to be able to determine what aspects of the game we can sacrifice without reducing the gameplay experience itself. These sacrifices will mainly come from our hardware limitations across devices. For example, graphics will obviously have to take a hit when porting from a higher spec’d device (Such as a PC), down to something like a mobile device.

Another goal would be to elevate those aspects which do not require sacrifice. Aspects such as story, soundtrack and gameplay mechanics would be heavily focused on during development to ensure they become the main drive behind the entertainment of the game itself. These aspects, if done correctly, can potentially be ‘lossless’ in their experience when shifting cross-platform.

Behind the core of the gameplay of RoA sits the ‘Seasons’ mechanic. Making sure this is done right will be another of our main goals as part of our ‘lossless’ gaming experience.