Overview

Our project idea is to build a Massively Multiplayer Online (Henceforth, MMO) game. *Rule of Atonement* (Henceforth, RoA), aims to be an untethered, unrestricted gaming and social experience for its players. The standard MMO formula has been done over and over again to the point of declining interest in the genre in its entirety. This is why we aim to set ourselves, and our game apart from the others.

Centering around a multi layered experience that combines social and gameplay aspects, we hope to deliver a product which caters for both the avid, hardcore gaming enthusiasts and more casual, less committed players alike.

The motivation behind this idea came from the fact that we see too much of a divide in today’s gaming world. A divide between those who are willing to delve deep and invest hundreds of hours into a gaming experience, and those who are happy to just log on for a few hours a day and relax. Solving these issues and combining it into an MMO experience is no easy task though. If we were to have the skillset to actually achieve such a feat, it would certainly be a gleaming star on our resume’s. From network engineering experience to graphical design, sound design or marketing management, a project of this scale can incorporate countless facets that are relevant to the IT industry as a whole.

As stated above, the thing that we’re hoping sets this product apart from its competitors is its accessibility. Both in gameplay and device compatibility, we’re hoping to make RoA something that can be played by anyone, anywhere, on any device.