

Rapture is a 3rd person rpg with focuses on mood, style, and environment. You are a god possessing the last living intelligent being, fighting the control of an Eldritch Beast.

You play as an observer god, forced to take control of the last living intelligent human after humanity falls under your watch. A pantheon of gods forces you to save humanity by going onto earth and fighting an eldritch being's control over the land. With all intelligent life gone, you fight alone through a corrupted earth, uncovering the secrets of the land, the being, and of the gods you work for.

The game will feature a simple and intuitive control scheme, with attacks being either light or heavy, depending on left or right click. Combat will mostly revolve around spacing, with enemies using telegraphed attacks that the player must avoid and interrupt. There will also be ranged gameplay with spells and bows, but these will be resource limited.

The game is intended for Windows PCs and eventually consoles.