Rapture

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.

Platform

The game will be developed with PC in mind, with the option of a console port included in control considerations.

Audience

The game is intended for those who play and enjoy rpg titles, but want a moodier and eclectic twist on the genre.

Gameplay

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.

Story and Theme

An eldritch beast has been awoken by a cult, swallowing up every intelligent being, becoming so powerful it has taken over all of the realm, the beasts of the world now in its control. You are an observer god, who saves the last intelligent being. The pantheon of gods scolds you for taking so long to step in, and banishes you to take this beings form and fight the eldritch beast from the mortal plane. This realm is dark, dingy, and gray, the life removed from the earth by the beast. Iconology of eyes covers every surface you see.

Audio

The sounds and music of this game are inspired by old school sound effects; low quality, crunchy, and with moments of pure silence.

Art and Visuals

🟨 Rapture(?) Game concept

Inspiration

Post Void, Skyrim, Fallout, Breath of the Wild, Babbdi

Uniqueness and Hook

This game puts a spin on open world RPGs that few, if any, games have tried. The low graphics tied with dark aesthetic will feel lonely and sad, yet the environmental storytelling and deep secrets and lore will keep the player coming back and exploring the world.

Game Engine

The game will be made on Unreal. After the decisions made with unity, unreal now seems like the only option for 3d game development.