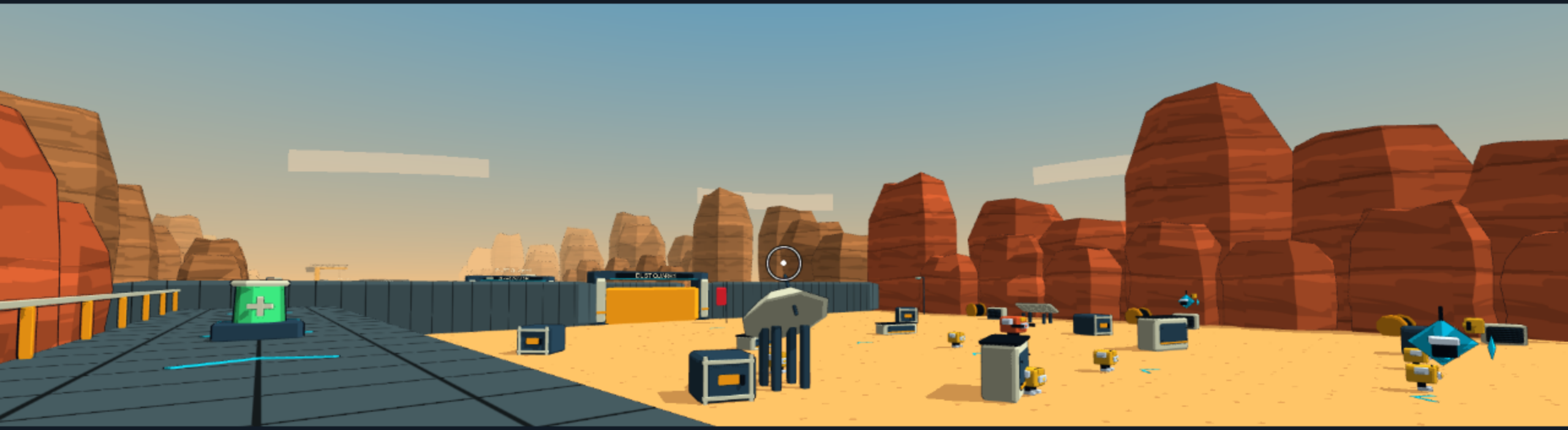
RIFT RUNNER

Keep moving. Find the beat.

A rhythm-assisted FPS

Prototype pitch / October 2026



Rift Runner v0.10 — prototype capture

The game



Ember Foundry — one region on the connected route

Single-player PvE FPS

Fight through a machine world

Move between arenas, take an upgrade and push towards the core.

7 connected regions
14 combat encounters

Player experience and audience

Quick movement.
A rhythm you can learn.

The intended feeling

Stay in control of the fight.
Use the beat to time
your next shot or dash.

Who it is for

Players who enjoy fast FPS combat and want to try rhythm without strict timing rules.

The question to test

Can timing help while the player is busy aiming?

Three design pillars

01

Fluid movement

Use jumps, slides and dashes to change position. Side routes and raised paths keep the arena open.

02

Clear combat

Make threats and useful routes easy to spot. Keep enemy shapes, hit feedback and weapon roles distinct.

03

Rhythm rewards

Good timing adds power and distance. A missed beat still leaves a normal shot or dash.

Core game loop

FIGHT → UPGRADE → MOVE ON



During an encounter

Read the threat.
Choose a range and route.
Shoot and dash with the music.

Between encounters

Take a reward, resupply
and cross into the next region.

Shooting and dashing with the music



Beat assist enabled — Relay Canyon, 140 BPM

Player action	What rhythm adds
Shoot	A short firing assist; extra damage for timing.
Dash	A stronger timed dash. Hold Shift to chain three dashes.

Off beat: normal actions still work.

Timing offset and assistance can be adjusted in settings.

The machine world



Oasis Works — pumps, tanks and a reservoir



Neon Citadel — buildings divide the route

Canyon → Quarry → Waterworks → Foundry → Bridge → City → Core

Seven connected regions, with a different music section in each. Detailed story: still in development.

The current game in action



Heavy MG — sustained fire at closer range



Railgun — a clear aimed view at longer range

7 weapon types

Choose a tool for the distance.

8 enemy types

Read the threat, then change position.

References and the project’s direction

Reference	What I studied	Rift Runner / prototype response
Roboquest	Fast movement and readable robot arenas.	One connected route through seven machine districts.
Hi-Fi RUSH	Action synchronised with music; accurate timing earns rewards.	First-person aiming with firing assistance and timed dash chains.
BPM	An FPS with player and enemy actions tied to the beat.	Free movement and normal actions when timing is missed.
Splatoon	Ink changes ground use and territory.	Prism Relay uses a painted route to connect and power relays.

Reference analysis, rather than a claim that every feature is new. Source links are in the notes.

Three prototypes, three design questions



Rift Runner

Move and fight across a connected map.

Does the route sustain movement and variety?



Prism Relay

Paint a continuous route to power three relays.

Does painting a connection create useful choices?



Beat Foundry

Time shots and dodges to an original music loop.

Can players follow timing while aiming?

Peer feedback and design changes

Comments on the early demo	Response / next experiment
Movement, visuals and sound were well received.	Retain movement freedom and the readable comic direction.
What makes it different from other fast FPS games?	v0.10 adds firing assistance and three-dash rhythm chains.
Will upgrades change decisions, or only raise numbers?	Next: test one upgrade that changes a combat choice.

Next evidence needed: recorded player sessions across all three prototypes.

Existing comments are reactions to an early demo. They are not completed playtests of all three prototypes.

Why take this further?

Keep the freedom of an FPS.
Add timing as a skill to learn.

I want players to return because they can hear and feel themselves getting better.

RIFT RUNNER

Next player test

Compare assistance on and off.

Watch aiming, shot delay and dash control.

Record feedback.
Revise, then test again.

Sources and prototype credits

Roboquest — official game description	RyseUp Studios · Steam
Hi-Fi RUSH — developer interview (2023)	Tango Gameworks · Unreal Engine
Hi-Fi RUSH — oral history (2023)	Xbox Wire
BPM: BULLETS PER MINUTE — official description	Awe Interactive · Steam
Splatoon 3 — beginner guide (2024)	Nintendo UK
Classmate feedback — Week 3 documentation	Nodenoggin comments recorded on the project blog

Prototype captures: Rift Runner v0.10, Prism Relay and Beat Foundry.

Reference UI and music: Hi-Fi RUSH. Selected weapon sounds include Roboquest and credited open audio.
Full links, asset credits and evidence notes are in the slide notes and accompanying Chinese notes.