RIFT RUNNER

Keep moving. Find the beat.

A rhythm-assisted FPS

Prototype v0.15 / 19 October 2026



The game



Dust Quarry — one region on the connected route

Single-player PvE FPS

Fight through a machine world

Fight through connected arenas, build your loadout and reach the core.

7 connected regions
12 arenas + 1 boss

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 players read the rhythm rewards while 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 builds power, speed and ammo rewards. Off-beat inputs still work.

Core game loop

FIGHT → BUILD → MOVE ON



During an encounter

Read the threat.
Keep moving and build rhythm.
Exploit a weakpoint.

Build between arenas

Choose from 26 upgrades.
Six picks. Two rerolls.

Shooting and dashing with the music



Beat guide and SSS reward — HUD detail, v0.15

Player action	What rhythm adds
Shoot	Beat-aligned fire. Machine gun: 16 shots per bar.
Dash	No charge limit. S / SS / SSS movement rewards.

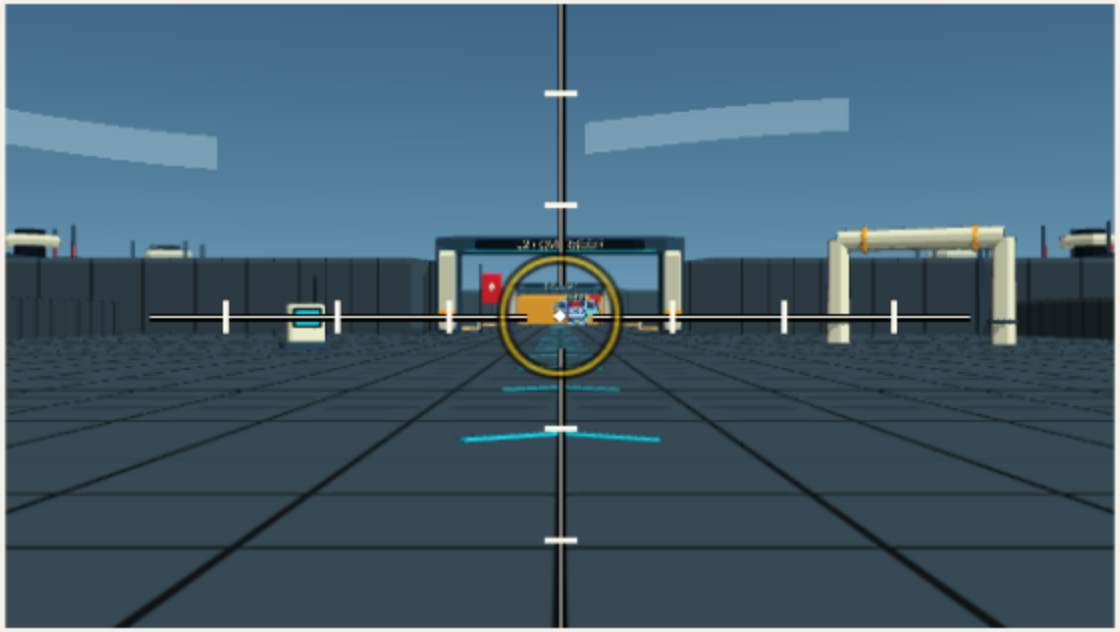
Off-beat inputs still work.

SSS: 10 seconds of extra speed and unlimited ammunition.

The machine world



Oasis Works — pumps, tanks and a reservoir



Core Nexus — the route ends with one boss

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

Each region has its own music section. The boss adds a final passage. Detailed story: still open.

The current game in action



Heavy MG — 16 shots across four beats



Railgun — three beats to full charge

7 weapon types

Different ranges and musical subdivisions.

8 enemy types

Red weakpoints pulse with the music.

References and the project’s direction

Reference	What I studied	Rift Runner / prototype response
Roboquest	Fast movement, robot arenas and upgrade choices.	A fixed connected route with six build choices per run.
Hi-Fi RUSH	Actions follow music; accurate timing earns rewards.	Assisted firing and unlimited dashes that build rhythm rewards.
BPM	An FPS that ties player and enemy actions to the beat.	Off-beat inputs still work; aiming and movement stay free.
Splatoon	Ink changes ground use and territory.	Prism Relay paints connections to power relays.

Design comparisons; research links are in the notes.

Three prototypes, three design questions



Rift Runner

Build rhythm and fight across a connected map.

Do rhythm rewards change combat decisions?



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

Week 5 peer feedback	Changes now in the build
The rhythm reward was unclear. The beat guide looked like a radio.	Compact beat guide with S ranks; clear Perfect, kill and charge feedback.
The dash counter was too small. One player asked for unlimited dashes.	Unlimited dashes; S / SS / SSS at one, two and three successful bars.
HUD information felt scattered.	Grouped status panels, adjustable HUD size and a paused build sheet.

Next test: can players explain the timing reward without help?

Week 5 comments concern the earlier build. The v0.15 changes still need follow-up player testing.

Why take this further?

Keep the freedom of an FPS.
Make timing worth practising.

I want the next run to offer
a different build and a chance
to improve timing.

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Next player test

Compare assistance
on and off.

Ask players to explain
the rhythm rewards.

Compare two builds.
Record and revise.

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 — Weeks 3 and 5	Original Nodenoggin board and project blog

Prototype captures: Rift Runner v0.14 / v0.15, 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.