The idea for Alterium Shift came from Mottzy and DrassRay’s love of classic SNES-era RPGs like Chrono Trigger, Final Fantasy 6, Secret of Mana, and Breath of Fire. These were amazingly immersive games for the time and created a sense of wonder and exploration. Both DrassRay and Mottzy wanted to make a game that shared their love of these classic games with others using modern development concepts.

With Mottzy’s extensive (15+ years) professional development experience, and DrassRay’s many years (8+) of RPG Maker and Smile Game Builder experience, they looked for chances to work together on game development projects.

One day DrassRay was showing Mottzy a prototype idea of a 2.5D RPG using the amazing tilesets created by Seliel the Shaper (<https://seliel-the-shaper.itch.io/>). For Mottzy, something clicked and he knew immediately that he had to be part of this project. The prototype evoked an instant and recognizable feel for classic SNES RPGs, but with a subtle and hidden depth.

DrassRay and Mottzy started working closely together on building out a small game concept. From there, Alterium Shift’s main concepts were born, with the ideas and world growing organically from the initial visual style to the deeper story and gameplay concepts.