

UNKINDNESS OF RAVENS

One last odyssey across a doomed world.

Karthi Keian · Narrative Exploration · Action RPG · PC & Console · UE5

DRAFT v4.5.6
WIP (add ingame SS)

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T H E C O N C E P T

The Raven launches whether you're ready or not.

A dying pre-apocalyptic world. Massive evacuation ships — Ravens — will take a fraction of the population to safety. You are a rookie crow pilot, flying a steampunk mechanical familiar across crumbling cities, forgotten vaults, and disappearing communities. Time is limited. Choices matter. When the Raven launches, the story ends.

Genre

Narrative Exploration
Action RPG · Platformer

Platform

PC & Console
Unreal Engine 5

Tone

Moebius · Station Eleven
Season · Heaven's Vault

Status

In Dev — Demo at
IGDC 2026, Chennai

C O M P S

Heaven's Vault · Season: A Letter to the Future · The Falconer · Moebius-inspired aesthetic

A world in the process of being forgotten.

UKoR is set in the final years of a dying planet. Evacuation is underway but incomplete. The Ravens — vast airships — launch on a fixed schedule. The world between them is still inhabited: cities still have markets, vaults still have secrets, communities are still making decisions about who they are before the end.

The player moves through this world as a crow pilot — someone with access, mobility, and a mechanical familiar (the Feather) that extends their reach. Reputation with the communities they encounter determines whether they earn a seat on the Raven.

Exploration

Vast crumbling landscapes of cities, vaults, and forgotten terrain

Faction Memory

Communities remember what you do. Reputation is currency.

The Deadline

The Raven launches on a fixed date. The world ends whether you're in it or not.

You are a crow pilot. The Feather is an extension of you.

The player controls two bodies simultaneously: a ground character and a mechanical familiar called the Feather. The ground character navigates on foot — combat, dialogue, exploration, climbing. The Feather flies: aerial scouting, aerial combat, reaching places the player cannot reach on foot.

Ground Character

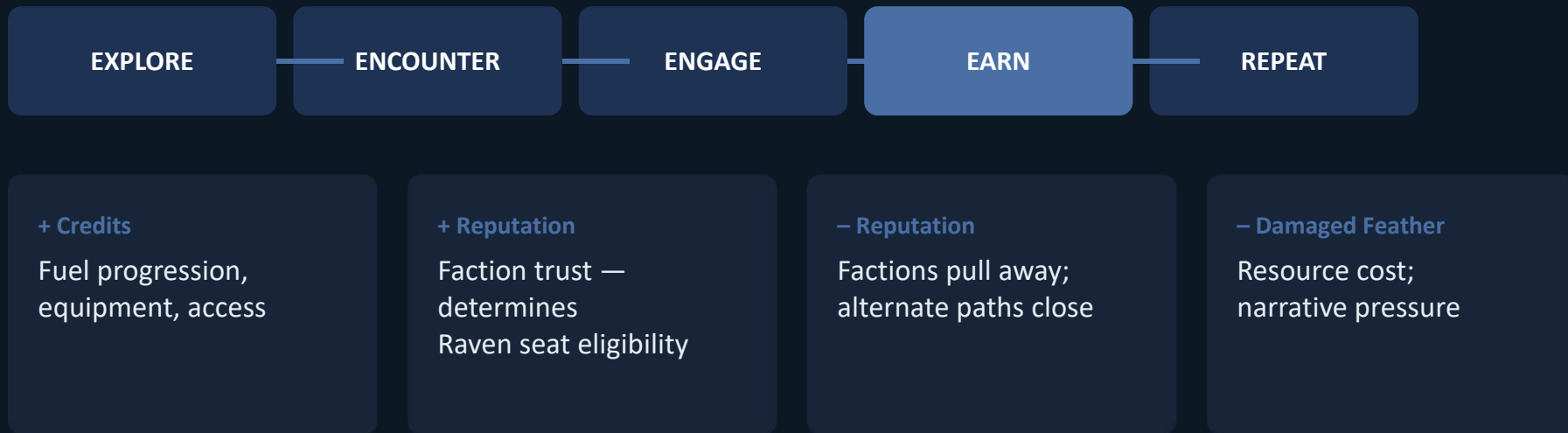
Third-person movement · Dash, dodge, climb, lunge
Combat, dialogue, interaction
IMC_Player_Ground priority context

The Feather (Drone)

FPV-inspired drone flight · Pitch, Roll, Yaw, Throttle
Aerial combat and scouting
IMC_DroneFlight overrides at priority 100

Switching between the two is a single input toggle. The feel of the inputs tells you which body is active — no mode indicator needed.

Every action feeds the reputation engine.



The loop runs on reputation, not points. Factions track what the player does. The Raven's departure date is fixed — what changes is whether the player has earned a seat when it leaves.

Koel: The world remembers. It just doesn't tell you.

A consequence simulation — not a morality meter. The player is never shown a score. The world simply starts behaving differently.

01 Faction Disposition

Float -100 → +100 per faction. Modified by events, not accumulation. Five behavioural tiers (Trusted → Enemy) — expressed through world behaviour, never a visible number

02 World State Variables

Permanent flags. A burned warehouse stays burned. Events that change the world change it forever — no soft resets.

03 NPC Memory

Per-character knowledge that decays without reinforcement. A guard who saw you forgets over time unless someone reminds him

04 District Evolution

Physical spaces change as events accumulate. Fewer open stalls. Conversations that stop when you approach. Food left on your path.

Moebius on a dying world.

UKoR draws from the graphic novel tradition of Moebius (Jean Giraud) — vast, decaying landscapes rendered with the patience of someone who has time to show you everything before it disappears. The world is large and mostly empty. What remains of civilization stands out precisely because so little is left.

Landscape

Vast open terrain — crumbling infrastructure, overgrown ruins, dying cities visible from the air. Scale is the primary emotional register.

Colour

Desaturated base world punctuated by deliberate faction colour. Ravens are the brightest thing on screen.

Characters

Soft, expressive. Distinct silhouettes. The Feather is recognisable from 50 metres. Costume tells faction and history.

UI Philosophy

Minimal. Status expressed through the Feather's behaviour — heat, damage, signal — not stat bars.

M A R K E T

Narrative explorer meets skill-expression game.

Three distinct audiences — each gets a complete experience:

Cosy & Casual Narrative

Players who loved
Season or Heaven's Vault.
Entry via exploration
and relationship-building.

47M+

narrative RPG players
on Steam (2025 est.)

Drone Pilots & Enthusiasts

FPV-inspired flight
model. Mode 1/2/3/4
configurable. Rare in
narrative games.

\$2.1B

drone sim/combat
market 2025

Skill Mastery Builders

High ceiling for
aerial combat and
Feather customisation.
Deep build variety.

18th yr

IGDC — India's largest
game dev conference

S T A T U S & T E A M

One designer. Full documentation. Demo this October.



Jul 2025

Project start.
World bible, GDD,
and Koel system
documented.



Jun 2026

Public announcement.
Case studies and
pitch materials
live at keian.org.



Oct 2026

IGDC 2026, Chennai.
Playable drone flight
demo. Oct 28–29.



Nov 2026

Kickstarter campaign
launches with
IGDC demo footage.

T E A M

Karthi Keian

Game & Narrative Designer
B.Arch. · UE5 Blueprints · Level, Systems & World Design

Seeking

Programming partner or publisher co-development
support
Art direction and 3D character/environment artists

WHAT WE'RE LOOKING FOR

Let's build this together.

Publishing Support

Funding for art, audio, and programming to reach a vertical slice beyond the IGDC demo.

Co-Development

A technical co-founder or small team — programmer and artist — to build alongside.

Studio Placement

A narrative/systems design role within a studio where UKoR can be developed in parallel.