The PS5 game that was ‘impossible without SSD’ doesn’t need one on PC

For Ratchet & Clank: Rift Apart on PC we added adaptive streaming based on live measurement of the available hardware bandwidth. This allows us to tailor the texture streaming strategy for the best possible texture streaming on any configuration. With DirectStorage, the use of a fast NVMe SSD and GPU decompression, this results in very responsive texture streaming even at the highest settings.

DirectStorage is developed to fully utilize the speed of fast PCIe NVMe SSDs, but the technology is also compatible with SATA SSDs and even traditional hard disk drives. This means Ratchet & Clank: Rift Apart on PC can use the same technology for loading data, regardless of the storage device in your system.

https://www.theverge.com/2023/7/13/22814964/ratchet-and-clank-pc-system-requirements-directstorage