Dark Rip
Alpha Report

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Progress

- Minimum: done

- Low: done

- Desirable: mostly done

- High and Extra: rendering done

Render Engine

- Particle rendering
- Mostly minor and internal changes
- Refactored cube map rendering
- Improved volumetric fog
- Improved UI parameterization
- Mesh loading

Physics Engine

- Lots of bugfixes

Gameplay

- Slot-based base building

- Resource system

- Simple maneuvers

- Camera controls

- Time warp

What is left?

- Maneuver planning

- Building upgrades

- Gameplay improvements

- Balancing

- Rendering optimizations

Live Demo