

Dark Rip

Moritz Kohr

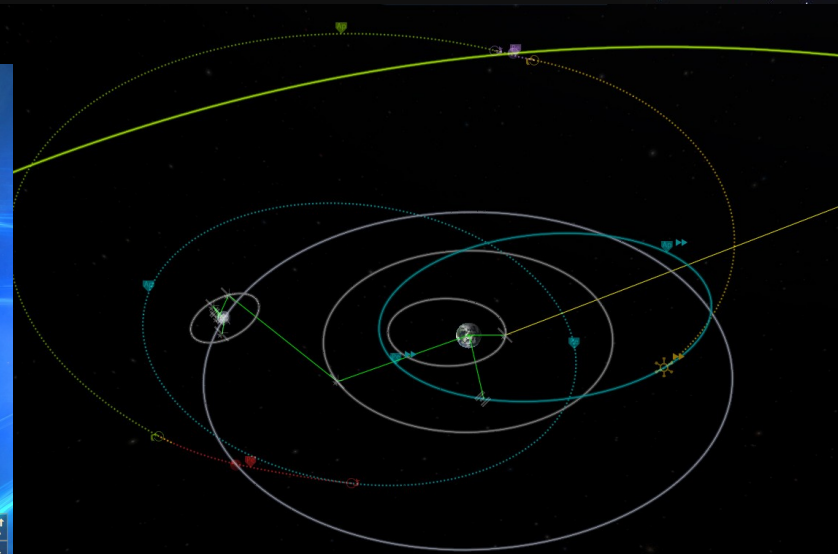
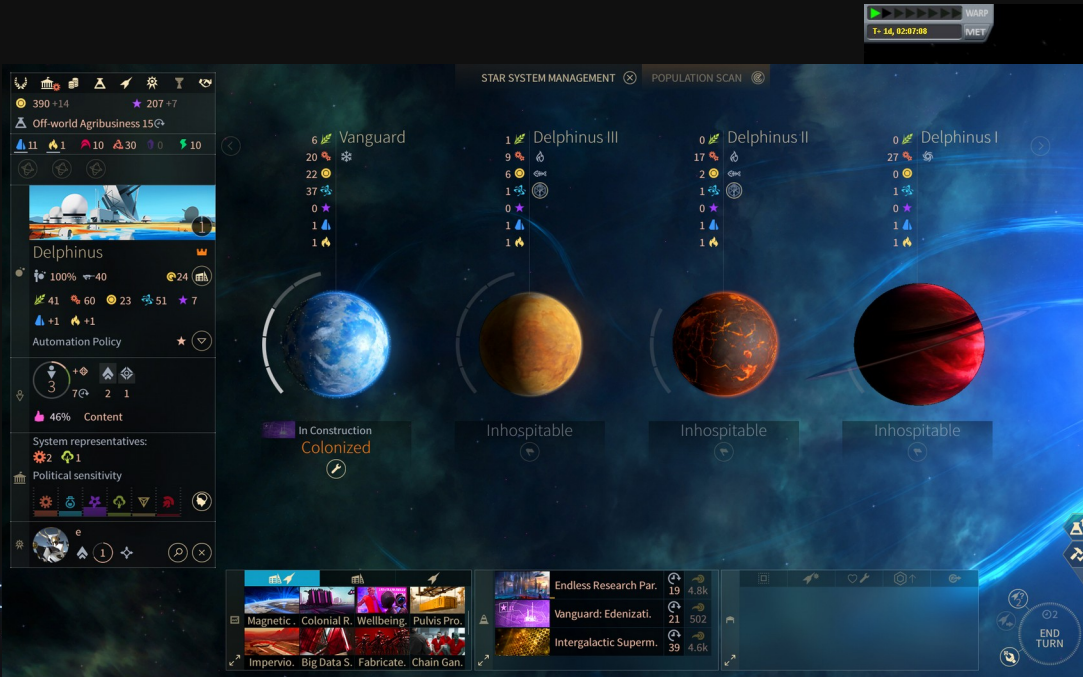
Phillip Hohenester

Erik Franz

Use With Caution



Game Idea

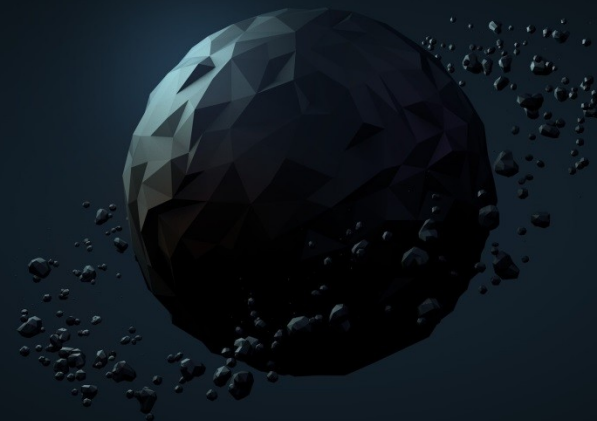
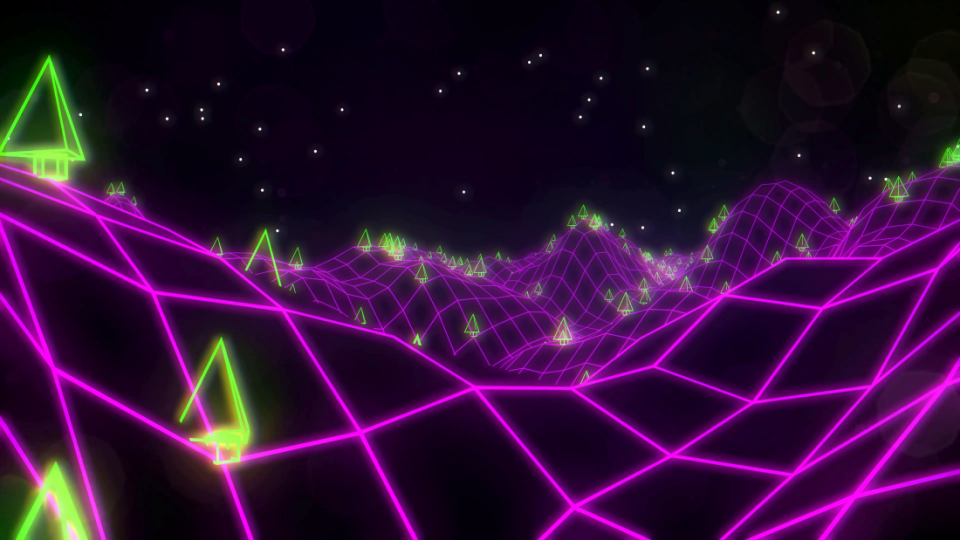


Gameplay

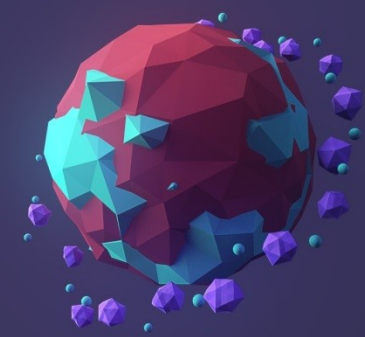
- Resource management
- Trajectory planning and navigation
- Base building

Technical Features

- Simulated orbit mechanics
- **Own engine** based on Entity-Component system
- Physics and render engine
- Particle system



Graphics





ORBIT MECHANICS
EASY TO LEARN - HARD TO MASTER

OWN ENGINE
OWN STYLE, OWN MECHANICS

Selling Points

- Accurate orbit simulation
- Combination of base building and orbit planning
- Unique graphics