

Dark Rip

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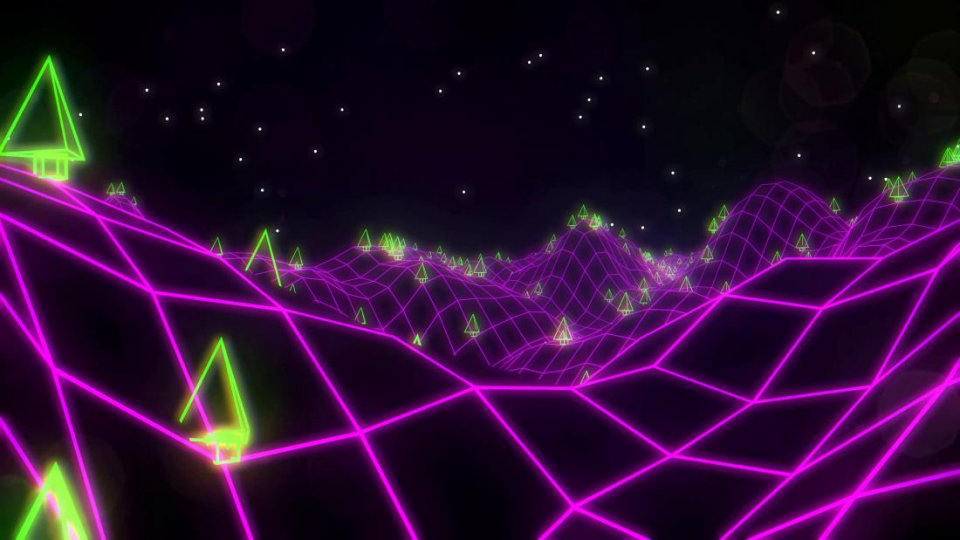
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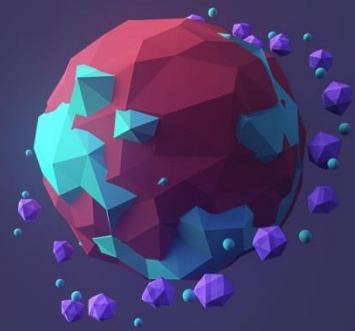
Game Idea

Gameplay

- Resource management
- Trajectory planning and navigation
- Base building



Graphics



Technical Features

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



ORBIT MECHANICS
EASY TO LEARN - HARD TO MASTER

OWN ENGINE
OWN STYLE, OWN MECHANICS

Selling Points

- Strategy, resource management
- Combination of base building and orbit planning
- Simple graphics