Dark Rip
Interim Report

Moritz Kohr
Phillip Hohenester
Erik Franz

Progress

Render Engine

- Resource creation and management
- Flatshading with simple lighting
- Postprocessing
- UI (Text)

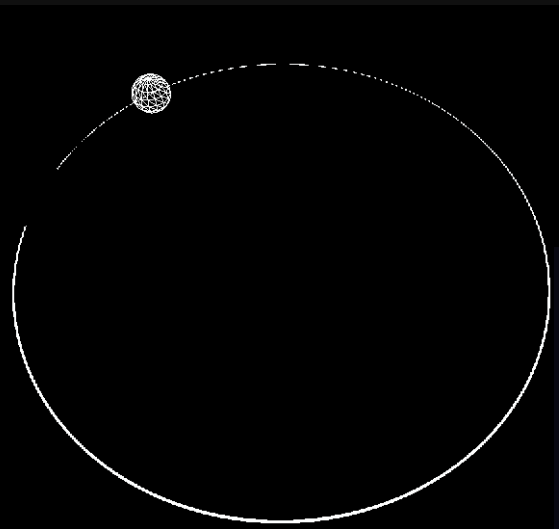
Physics Engine

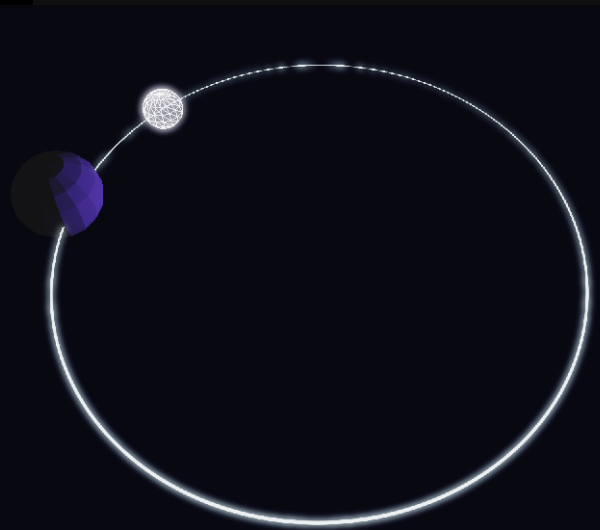
- Sphere-Sphere Collision
- Orbit Calculation

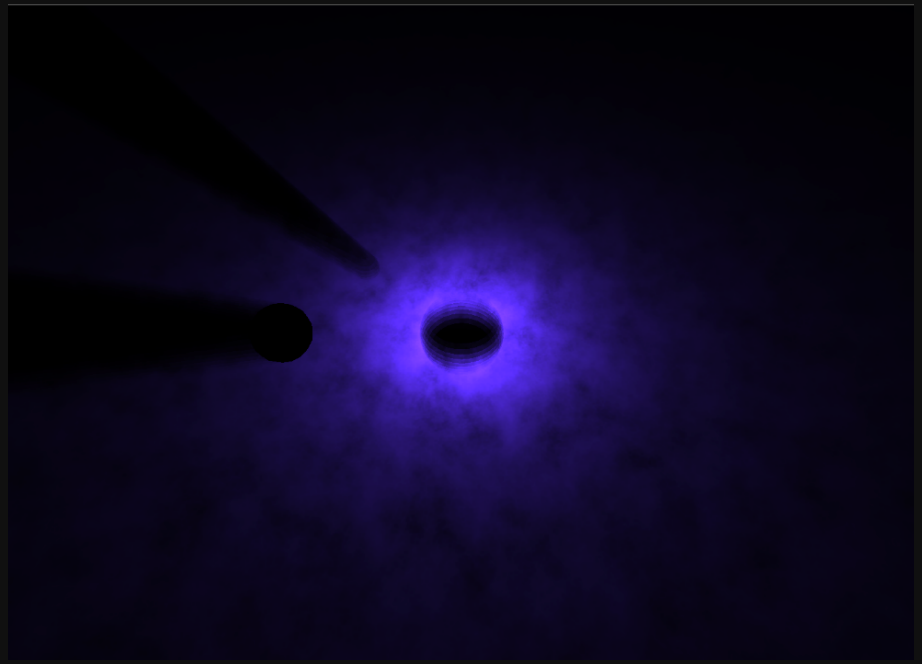
Gameplay

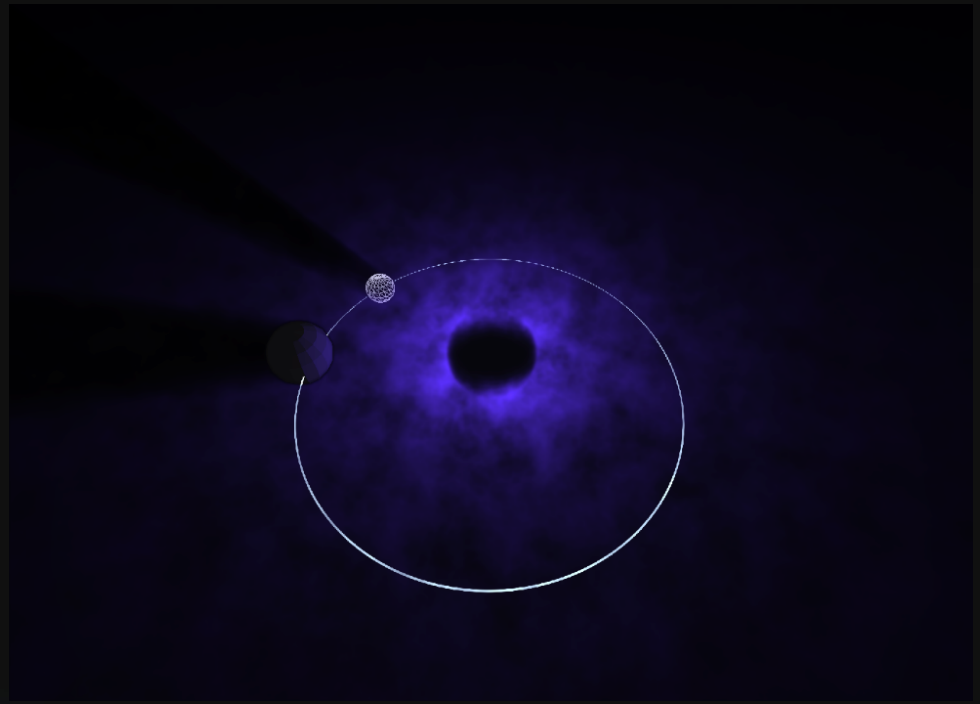
- Simple User Interaction
- Entity-Component System
- Collision logic / Asteroid Collection

Visuals









What is left?

- User interaction (Input + UI)
- Lighting
- 3D Model loading from File
- Most Gameplay

Live Demo