WHOOP ARCADE
INTENSE ARCADE DRONE RACING AND BATTLE

Title	Whoop Arcade
Studio	Echtzeit
Website	www.whoop-arcade.com
Release Date	TBA
Genre	Action, Racing
Platforms	Windows PC, SteamVR
Engine	Unreal Engine 4

GAME

Tagline Intense Arcade Drone Racing and Battle

High Level Description The Player pilots remote controlled quadcopters in competitive racing and battle multiplayer modes. Based on real physics, the flight-simulation-model is tuned towards arcade-style game-play.

Game-play Maneuvering powerful racing drones through air-gates assembling various tracks in racing mode and competing in shoot-em-up battle-modes making use of all three dimensions in space offered by the environment, players need fast reactions.

Environment The game is set indoor, like common for piloting so-called Tiny Whoop quadcopters. Visually experienced in first person view (FPV), the environment is seen through a head-mounted drone-camera.

Technology The game features real physics PID simulation and physics based rendering using Unreal Engine technology. The game will support virtual reality game-play.

FEATURES

- Arcade style game-play
- Online multiplayer support
- Various game modes for racing and battle
- Multiple levels of input-complexity, ranging from beginner to professional
- Drones for different speed-classes
- Real physics simulations
- Graphics using PBR rendering
- Supports SteamVR

TEAM

Whoop Arcade is developed by Echtzeit, Switzerland. Our small Team operates in interactive real-time AR and VR visualization technology. We create B2B solutions, based on video-gaming technology. Prior foundation we gained profound experience in video game-production, working on various AAA-titles (e.g. Horizon: Zero Dawn, Crysis 2) and working in private media education as head-instructor game-art and teaching coding.

Link	**Contact**
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WHOOP-ARCADE.com