

Upvoid Launches Alpha Phase of GeoMechanic

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Upvoid has just released the first alpha version of GeoMechanic, a sandbox game where players can create machines and contraptions.

Similar to Besiege or Garry's Mod, constructions like catapults or vehicles can be created.

However, GeoMechanic places the player in a huge open world that is completely destructible. This makes the creation of tunnel digging machines or huge castles possible. For this, GeoMechanic uses a new voxel engine that has been developed by Upvoid's computer scientists for the last two years.

In this alpha version, players can create physically simulated machines and mechanics, use complex circuits to create intelligent machines, or construct buildings and tunnels.

In the next releases, Upvoid will extend the pure sandbox gameplay and add an adventure mode which will introduce RPG-features. The current alpha already includes an experimental prototype of a real-time water simulation.

Upvoid is a small indie studio based in Germany that focuses on the development of technology for voxel worlds and procedural generation.

More information:

<https://upvoid.com/press>

Contact:

Lukas Boersma, boersma@upvoid.com

Skype: LukasBoersma, Phone: +49 241 890 301 23