GATES OF EPICA

GAME SUMMARY

The Action RPG was developed using Unreal® Engine 4 for iOS and Android. Players could fight for loot and glory in more than 600 hand-crafted missions, join glorious multiplayer boss fights which could last for days and battle each other in PVP. The game achieved high quality (★ ★ ★ ★ ⯪ on Google Play) but unfortunately could not be placed in the market successfully.

CREDITS

Thank you to all members of the in-house production team who released the game on iOS and Android to a test market.

In alphabetical order:

Product Management
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Leveldesign
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Art - Animation
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Art - VFX
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Art - Technical
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Art - 2D
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QA
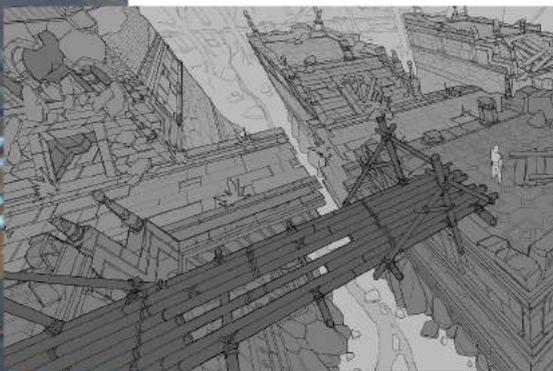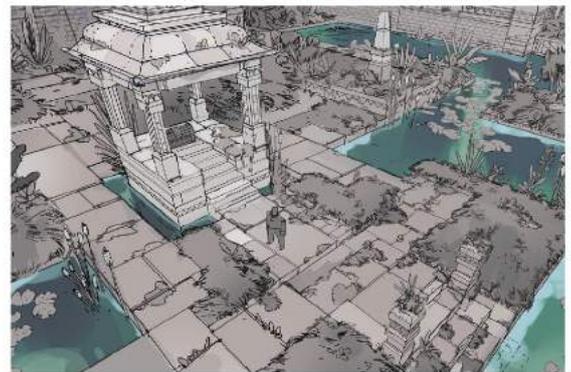Annemarie Grewe
Marc Koch

Community Management
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Special thanks to everyone else who was part of the game team at any point of its production cycle!

Olga Andriyenko, Patri Balanovsky, Eugen Brusilovskyy, Daniel Bunte, Jordan Coutout, Friederike Engels, Adrien Girod, Jonathan Held, Jörg Jahnke, Andreas Liebau, Mathias Lorenz, Stefan Merkl, Vlad Modorcea, Matthias Neubert, Moritz Overath, Stephan Richter, Dennis Rohlfing, Dominik Saur, Jens Schöbel, Jan Schumacher, Lorenz Schumann, Stephan Schwake, Eileen Seemann, Karl Stahlmann, Catalin Stefan

GAME ART

Zone 6 - counter - ranged attack

IN-GAME SCREENSHOTS