

SlakeOverflow

Initial idea:

Creating an immersive online multiplayer game with inspiration taken from Googles' Snake game and Slither IO. The game should also have a skinshop and/or additional fun additions in future

Implementation:

- Multiplayer ✓
- LAN compatible ✓
- Google Snake skins ✓
- Slither IO game mechanics ✓

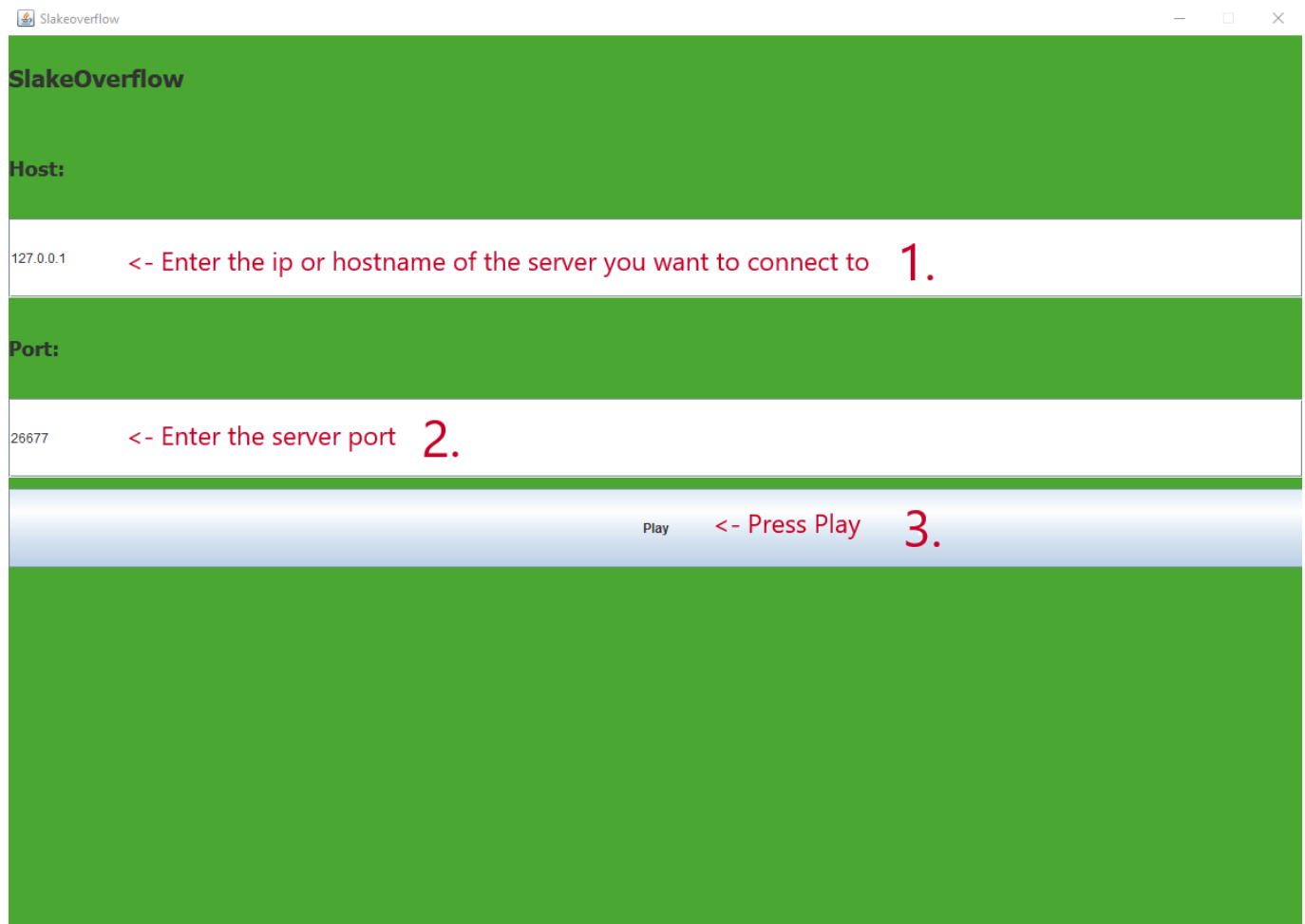
Additionally:

- Skinshop ✓
- Accountsystem ✓
- Ingame chat ✓
- Spectatormode 🏭
- Serverbrowser 🏭

Instructions:

- **Generally self explaining but for the ones who don't have any intuition:**

Start-Panel:

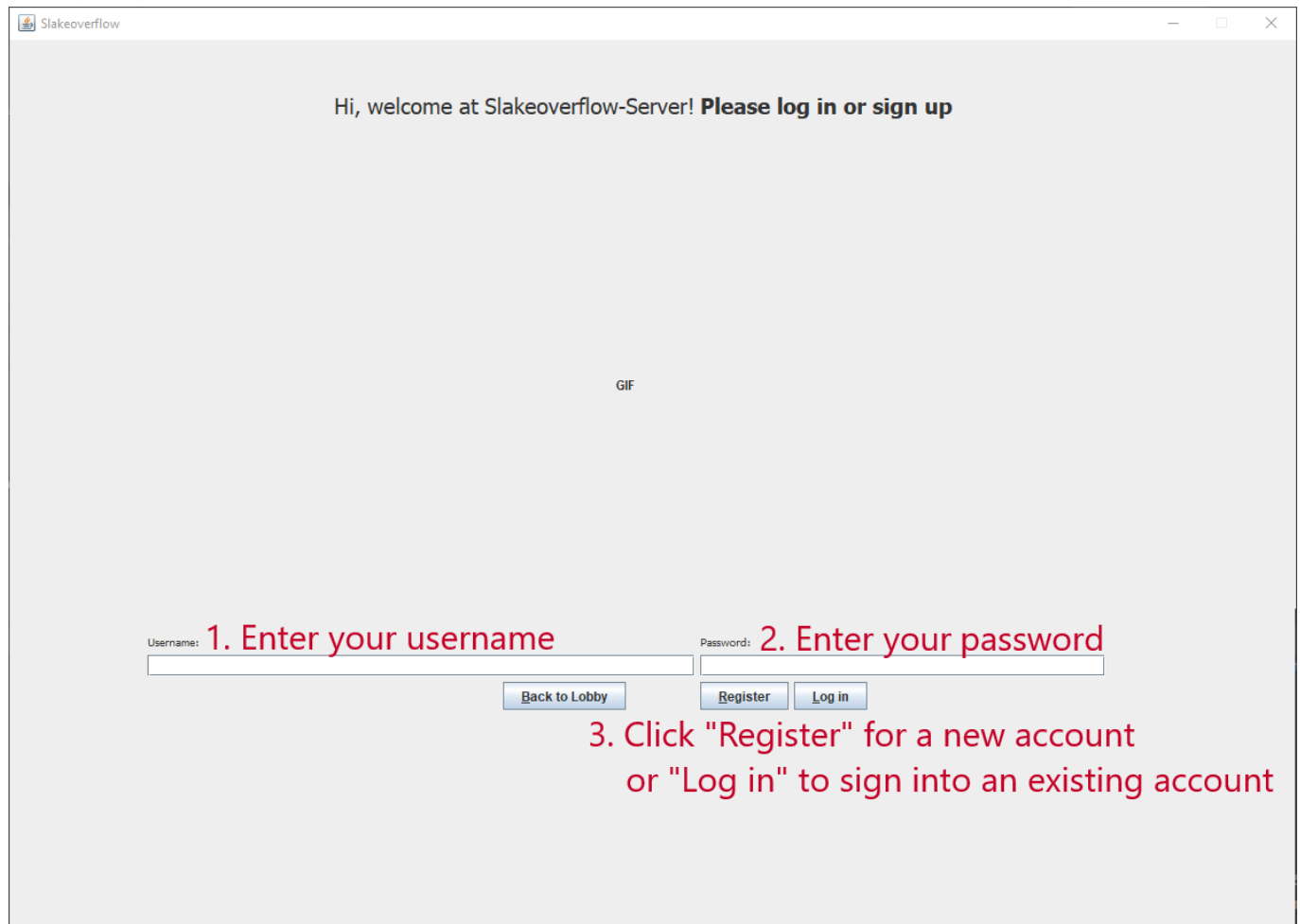


The screenshot shows a web application titled "Slakeoverflow" with a green header. Below the header, there are three input fields for configuration:

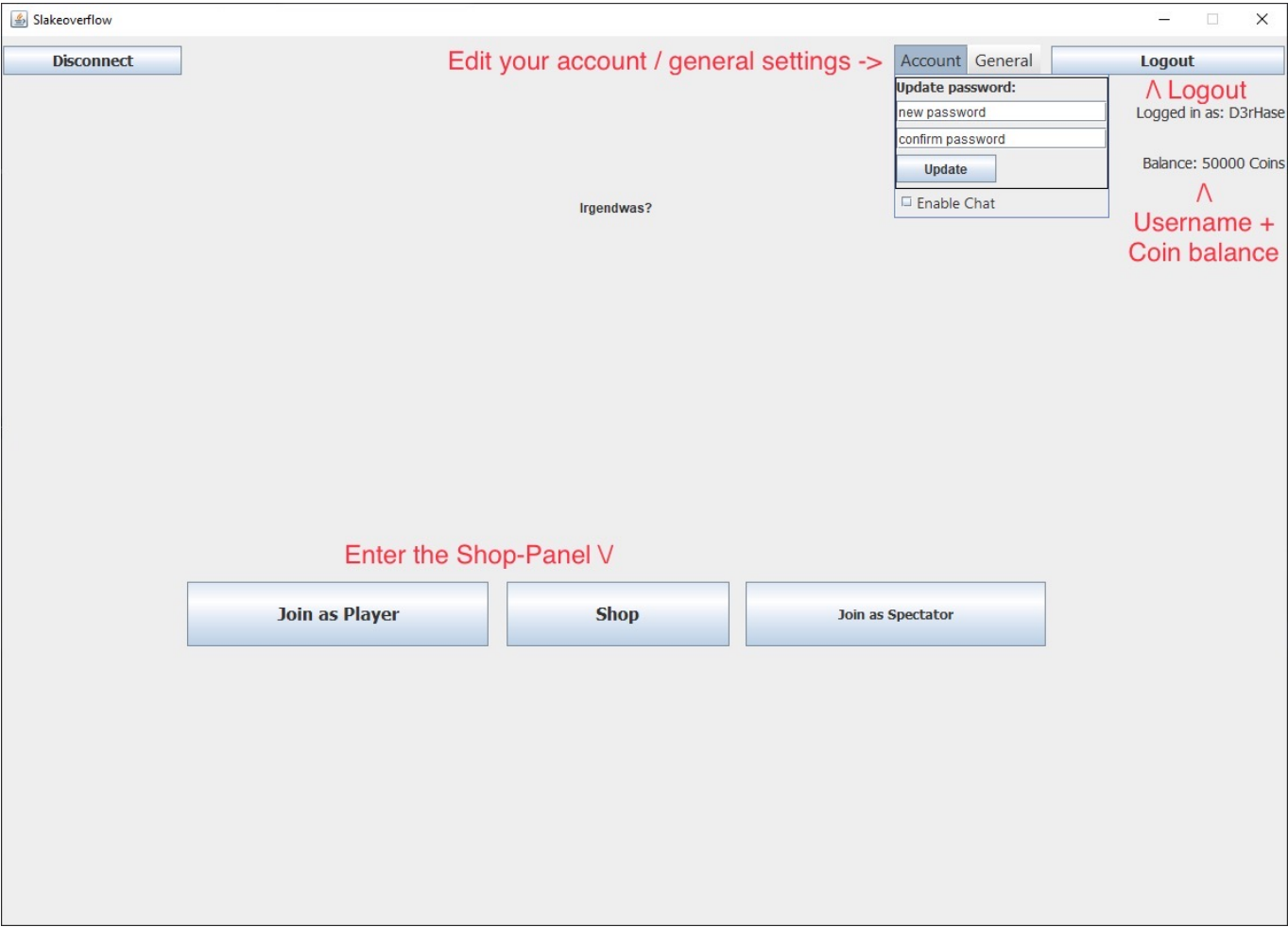
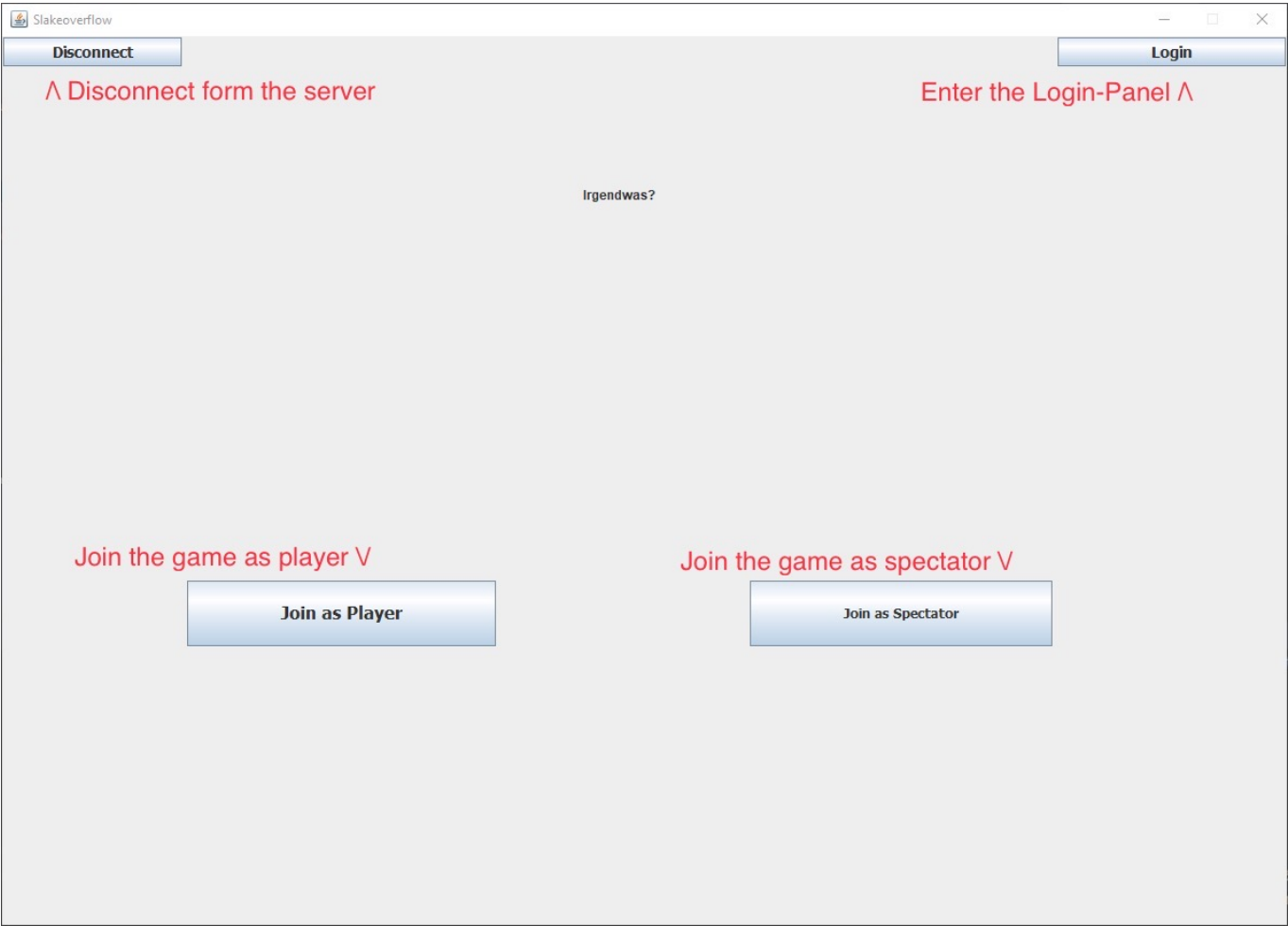
- Host:** A text input field with the placeholder "127.0.0.1". To its right, red text says "< - Enter the ip or hostname of the server you want to connect to" followed by a large red "1.".
- Port:** A text input field with the placeholder "26677". To its right, red text says "< - Enter the server port" followed by a large red "2.".
- Play:** A button labeled "Play". To its right, red text says "< - Press Play" followed by a large red "3.".

Below these fields is a large green rectangular area.

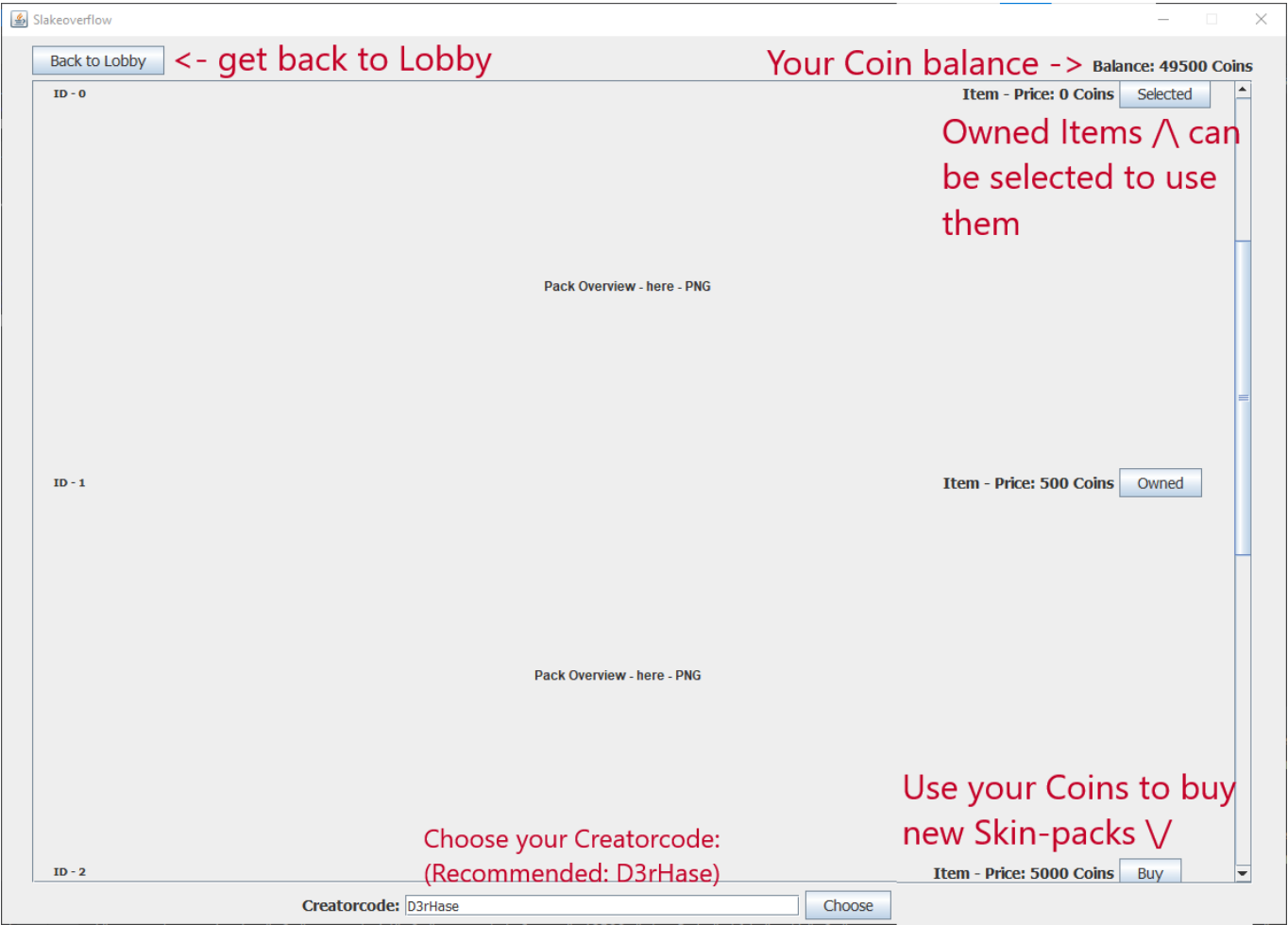
Login-Panel:



Lobby-Panel:



Shop-Panel:



Spiel-Panel:



Chat:

Press "t" inside the GamePanel to open the chat popup

Your messages will (hopefully) be displayed on the right bottom corner.

HAVE FUN!!!