

Way To Home

Game description:

An object tries to survive through a long road to reach its home. It starts the game with a certain score, and tries to collect rewards to increase its score. It also tries to avoid hitting its enemy so as not to get a penalty and its score decreases. The game will be finished when the object reaches its goal, or when its score becomes zero.

For the motion in the game: the object will be able to move left and right. We will provide 3D motion for the rewards.

How to play: Use ← to move left. Use → to move right.

