SLIME ON ROAD
LET'S PLAY!

GROUP 9

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GAME CONCEPT

Slime on Road

An action-adventure game where players control a slime navigating a bustling city filled with fast-moving vehicles.

The goal is to help the slime safely cross busy roads and reach buildings without getting hit, earning points for each successful crossing. With simple controls, players must guide the slime, avoid collisions, and tackle increasingly challenging traffic patterns to progress through the city.

INSPIRATIONS

"Slime on Road" draws inspiration from the gameplay mechanics and simplicity of the Play Store classic Crossy Road, offering an engaging and easy-to-play experience.

The main character is based on Rimuru from the popular anime Reincarnated as a Slime, capturing the charm and appeal of the beloved character. This combination creates a fun and adventurous game where players guide the slime through busy city roads, blending addictive gameplay with the personality and charm of an anime-inspired protagonist.

TARGET AUDIENCE

The game is designed for anyone who enjoys casual and engaging gameplay, without targeting a specific demographic.

DEV STACK

three.js

GitHub

Framework for building the game's front-end with fast development capabilities.

Enables rendering 3D graphics for an immersive experience.

Core programming language for logic and interactions.

Tools used for version control and code development, ensuring efficient workflow and collaboration.

WHY THIS STACK?

Accessibility:

- The Tools and Resources were accessible through the Library ICT facilities.

Ease of Use:

- React-Vite provides fast and efficient development.
- Three.js simplifies the creation of 3D visuals.
- JavaScript's flexibility made it a practical choice for implementing game logic.

Personal Experience:

- These technologies were familiar and suited the project's requirements within the constraints of the available resources.

GAME PREVIEW

Vite + React
landing-page-flame-nine-95.vercel.app/?fbclid=IwZXh0bgNhZW0CMTEAAR3M9tP5vrJntFPh1H08RmNT8GpZ3-hjGxqzpyFPVd2OMM-tNSE2_wdW714_ae...
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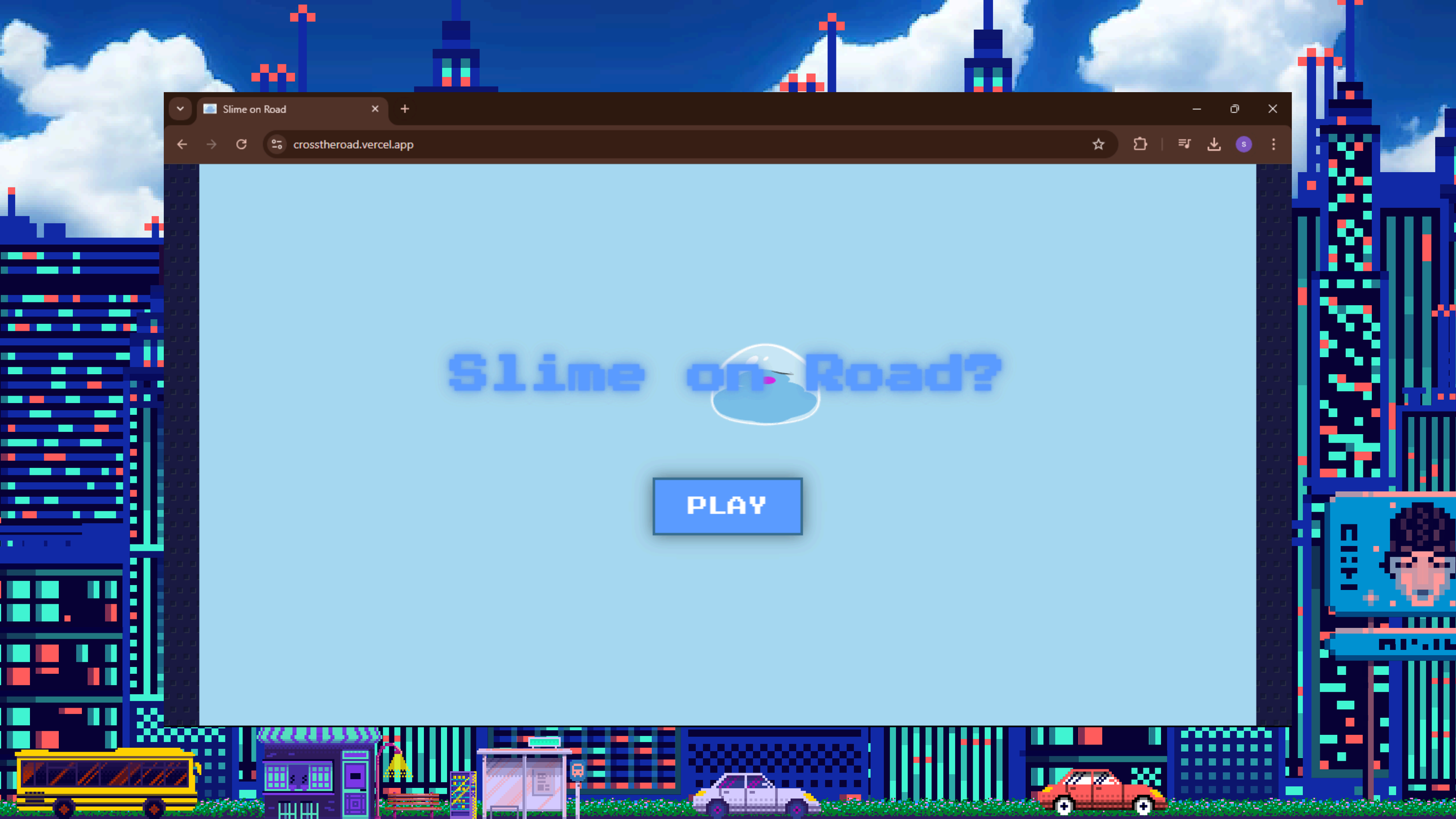
START
DOCUMENTATION
SLIME
on
ROAD
Welcome to Our Game!
This marks one of the few beginning game development projects in our journey as Comsci students.
PS. scroll down for a surprise


Slime on Road
crosstheroad.vercel.app
Slime on Road?
PLAY

Slime on Road
crosstheroad.vercel.app
Welcome to Slime on Road
Help Rimuru cross the chaotic streets without getting hit 5 times!
Navigate through speeding vehicles. Use Rimuru's special abilities like jumping, teleporting press 'q' 3 seconds coldown, and quick reflexes to survive!
Continue

Slime on Road
crosstheroad.vercel.app
Level: 1
Life: 5
Car Speed: 50 km/h

You can play the game by clicking this button:

CLICK ME

NOTE: If any assets, such as vehicles, buildings, or tunnels, are missing or are not fully loaded, or if vehicles collide with each other, please reload the page or wait for the assets to load.

All assets used in this game, including 3D models and music, are not owned by us. Credit goes to the respective owners and creators of these assets. We would like to acknowledge and thank them for their contributions to the game's experience.

THANK YOU FOR LISTENING!