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README:

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RaiseMeUP - version 1.0 beta

INTRODUCTION:

RaiseMeUp is a multiple-player, multiple-platform survival action game. The key actor in this game is named PONG, which is represented by a pink ball. She is the only survivor in the great catastrophe laid on human beings. In order to save her, you, as the god of mountain and land who is of great compassion, are trying to build constructions with limited materials to help her.

Remember, the materials that you can use is very limited, and the time never waits even for any merciful intention. The flood can take PONG's life any time if you cannot make a good design of the structure or cannot collaborate with other players.

The voxels can only be placed on ground or are based on other voxels. And there are bonuses on the map for you to earn more voxels to grow your structure higher.

Multiple players can play in a single game but they share the same voxel pool so remember to collaborate.

The constructing work can be done through a website on desktop, laptop, tablet or smartphone. PONG is controlled by another player through an Android controller app or simply by using Keyboard on computer.

Instead of playing for saving PONG, you can also try to construct a well-designed trap for the PONG controller player which can be a lot of fun as well.

Besides, just help her to survive may be a kind of easy for you pro guys who are majored in engineering. So try to show us your gift of art. Make beautiful structures which is another enjoyable thing when we were trying the game.

FEATURES:

- Fast-paced. This builder game that is driven by both the danger of being drownd and the rewards of being higher.
- Strategic. Since the blocks available to the players are limited, players need to figure out how to minimize the number of steps to next reward.
- Multi-platform. This game can be played on various devices with access to chrome web browser.
- 3-Dimensional game with 360 view by swiping the screen or dragging the mouse.

INSTRUCTIONS:

You can access the game at :

54.245.108.132/game

Make sure you are not using the LAN network inside Amazon.

The sourceCode is also included in the package.

SYSTEM REQUIREMENTS:

Chrome or other browsers with WebGL

support(<http://thenextweb.com/google/2013/01/25/google-finally-makes-it-easy-to-enable-webgl-support-in-latest-chrome-for-android-beta/>)

EXTERNAL PACKAGES:

Javascript, JQuery, WebGL, THREE.js, node.js, lightBoxMe.js, Socketstream, howler.js:

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