Slither.io on the PC simply follows the mouse pointer. No clicking is required to change the direction of the snake.

On mobile, the snake either follows the point you just clicked ont he screen, or follows where your finger is being pressed on the screen.

The game is far superior on PC with a mouse. The controls are very intuitive and easy to use, and the screen sprites are large enough that you can see everything.

Mobile suffers from a smaller screen to control your snake, and annoying controls. Your finger ends up getting in the way of the screen (and your snake!) at times.

Long story short, the mobile version is far inferior.