TRAFFIC CRISIS 2040.1 README

Thanks for downloading Traffic Crisis!

Traffic Crisis was made as part of Global Game Jam 2040, with the theme of the sound of a heart beat. We extrapolated this into the concept of arteries, pushing blood through a system, and in turn a network of roads carrying cars.

How to Play:

-You can click on any intersection change all the lights to red and stop traffic there. Law abiding citizens will stop and wait until you change it back.

-Criminals will enter the city attempting to escape to another part of it, with police in hot pursuit.

-Your job is to stall traffic at intersections in order to stop criminals getting through, allowing the police to catch up with them.

-However the traffic of your city needs to continue to run. Any traffic stopped for too long will become angry, and you risk being fired from your job as Traffic Captain.

Awards

Traffic Crisis 2040 had the honour of the following awards as part of IGDA Melbourne's Game Jam
-Most Original Game Award
-Rising Stars Award (Sponsored by Straight Right)

We also came runner up for best audio!

Credits

Matt Kelly - Design/Team Management
Nathaniel Taylor/Joshua Taylor/Benedict Leong/Joel Gatt - Programming
Trevor Talbot/Sam Kayler Thomson - Art and UI
Sean Ae - Sound
Kevin J Powe - Voice