

## Quassel IRC - Bug #2050

### Slope Game

03/18/2026 10:07 AM - jacksonmark

<b>Status:</b>	New	<b>Start date:</b>	03/18/2026
<b>Priority:</b>	Normal	<b>Due date:</b>	
<b>Assignee:</b>		<b>% Done:</b>	0%
<b>Category:</b>		<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>		<b>OS:</b>	Any
<b>Version:</b>	0.13.1		

#### Description

I recently spent some time playing [slope game](#), and it turned out to be far more intense than it looks at first glance. The concept is simple: you control a ball rolling down a futuristic slope, avoiding red obstacles and trying not to fall off the edge. There are no checkpoints, no power-ups, and no way to slow down. Once you fail, the run ends instantly.

What makes Slope interesting is how quickly the difficulty ramps up. The ball accelerates constantly, and small mistakes become fatal at high speed. Scoring is based purely on distance, so every point reflects how long you can stay focused and in control. The controls are minimal—just left and right—but mastering smooth, precise movements takes real practice.

Overall, Slope is a skill-based endless runner that rewards patience, anticipation, and calm reactions. It's easy to learn, hard to master, and surprisingly addictive for anyone who enjoys challenging arcade-style games.