

# DODGE AND SLAM

COMPETITIVE MULTIPLAYER AR GAME  
FOR 5G NETWORKS



by Slavic Monsters



# WHO WE ARE

## Short description

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**Slavic Monsters** is an independent game dev studio from Poland focused on AR and VR. We've completed the Low Latency Prototyping Program with hub:raum and Deutsche Telekom. During the program, we made an AR game that was later used by Telefonica and Deutsche Telekom to showcase their 5G Edge Platform.



[\*Click for Youtube video\*](#)

# DODGE AND SLAM

## Short description

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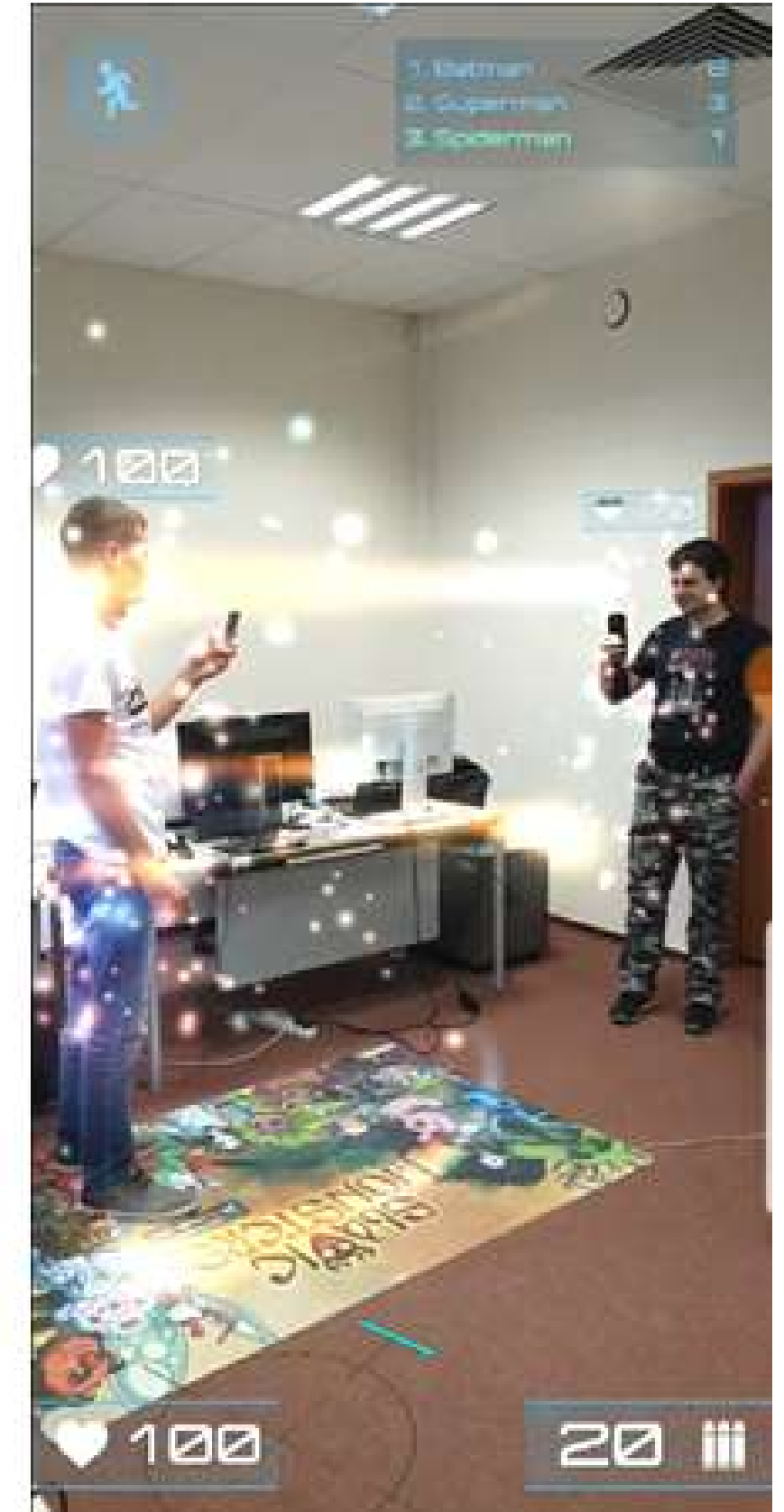
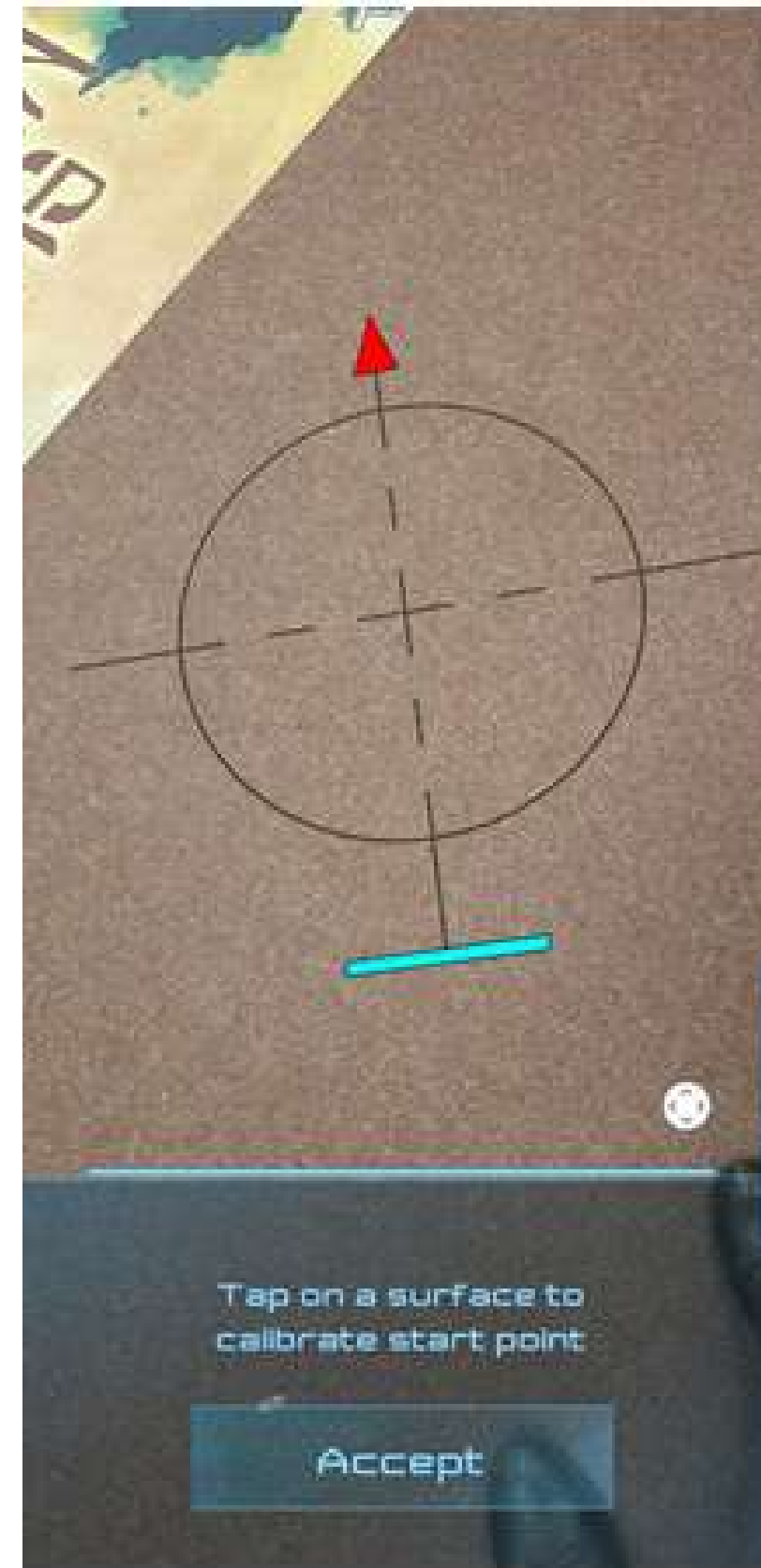
Dodge and Slam is a **multiplayer AR game** based on the mechanics of laser tag. Game is using the camera to locate players' positions in space. Then they are running searching for virtual ammunition and shields and trying to shoot each other

## What we have

- Game built together with MobileEdgeX which is ready to be ported and used to showcase other 5G Networks
- Team of professionals with experience both with AR, VR and work with MobileEdgeX, hub:raum, Deutsche Telekom, Telefonica and Samsung.

## Field tests

- The technology behind the multiplayer part of the game was field-tested with MobileEdgeX, Telefonica, and Samsung. It can be used with or without Edge Cloudlets and be ported to other 5G Networks





We've worked with



# Slavic Monsters

**6-man** indie gamedev studio from Olsztyn, Poland

- 3 developers
- 2 graphic designers
- 1 game designer

Specialized in AR multiplayer mobile games. Some of them won awards such as Startup Weekend Olsztyn 2016, II place, and the audience award at Hackathon - Vision of the future 2019. In 2017 we were named one of region key startups by Startup Poland think tank.

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