Name of the Game:  TAYAAN

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Description of the Game: Tayaan is a twist to a childhood classic of a similar name. There will be 2 players instead of the usual one "Tag" and multiple players. Their goal is to catch each other by playing either defensively or aggressively in order to end the game.

Mechanics of the Game:
- Two (2) players will initially start on the left and right sides, player 1 will be spawned on the left side while player 2 will be spawned on the right side.
- Players should be careful with the borders around the frame as they will be forced out of the border once they cross it. When the player releases the key while going beyond the borders, pressing the same key again will not work anymore. In order to move back into the game frame, the player must move in the opposite directions. (i.e Right key is pressed when going beyond the right side border. Once released, the right key is unusable. Thus, the player must choose to move UP, DOWN, or LEFT directions only.)
- Players can boost their speed by colliding into the speed booster located at the center. This lasts for 1 second only.
- The game will end once the players make contact with each other so players can either play this as a who-can-last-longer type game or a who-tagged-who game. Players shall set their own win conditions.

Instructions on how to play the game:
- The controls are simple,
  - Press the UP or DOWN key to go up or down, and;
  - Press the LEFT or RIGHT keys to go left or right, respectively
  to go around the game field.
- In order to win and get over with the game, the player needs to catch the other player and the win conditions will be set by the players themselves.