This is a 2d top down survival game called "Space Maze". The scoring system depends solely on the time the player can survive. There will be unlimited increasing enemy (enemy rate increase by 10% as the time go) spawning in a given radius, 10 units around the centre of map)   and they will keep firing on player. Player has advantage on more agile movement,(more rotation speed and linear speed) and more health.

The part I love about this game and also the essence of this game is the player control. Even though the control is simple, it really can seperate different player's skill level. If player get acquainted with the control, they will normally last until 60-70 points, but player need a few tricks if they want to go higher. For example, my trick is never shoot directly at enemy but keep spanning fire while rotating and keep moving.(Move like a horizontal 8)