**A new game-based methodology for optimal escape-maneuver**

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**Abstract:** *This paper represents a new game-based methodology to find the optimal escape maneuvers against attacking missile. We build a mathematically-correct game of target-attacker and let many people play it and ask them to get high score, to find the best escape maneuver and collect data and analysis and optimize the human-based escape maneuver. The game is based on 2D guidance law called proportional navigation, the equations which control the missile behavior. The player controls the target, trying to evade the missile. This game has been developed using Unity, which is a free cross-platform game engine. The idea here is to test human brain capability to work collectively to produce a new guidance law which could compete with the existing ones. The preliminary results are reasonable and promising*.