

## **Run & Seek**

My game will be a story about saaaanic running away from tamagoman through a city, saaaanic is running slower than usual for some reason and needs to use boost rings to stay away, if tamagoman reaches him it will be the end for saaaanic so he needs to keep running through boost rings to keep away.

The gameplay would consist of moving around the city while constantly being chased by the enemy who is slightly faster than you. So you need to constantly be searching for the boost rings, which will teleport randomly around the city after going through one that will keep you away from your pursuer.