Game Jam - Final Theme: 10 seconds

Make a game where 10 seconds is the main theme idea- this can be interpreted however you wish.

By:

Hancong Zhang 101234068

Xiao Feng 101100713

Jing Yuan Cheng 101257237

You are trapped in a space station that is about to implode. You have TEN seconds of oxygen to rush to escaping ship. Each oxygen container will give you addition TEN seconds of oxygen. So put on your space suit and start running.

The objective is to reach the escaping shipping before the timer runs out.

You will be put into a collapsing space station and have oxygen containers for you to collect.

The new Input system is used.

Player character has idle running and jumping animation.

Main menu, pause menu, instructions and credit menus are implemented.

Main menu and levels have unique BGMs. And effect sounds for hatch opening and item pick up.