



# Only Escape

The core inspiration of our game was taken from the 9/10 rated game, SuperHot...

**“TIME ONLY MOVES WHEN YOU MOVE”**

And that's where we started. We knew the limitations, and we didn't know how to make a game. We had little experience with gaming in python and we definitely weren't ready to use a 3D graphics processing engine. We chose to design a 2D platformer and incorporate the time mechanic from SuperHot into our game.

The game has enemies that target you, the player, and you have to use the controls and the time mechanic to your advantage. You are equipped with shurikens and you have to dodge to perpetually ESCAPE from enemy fire. Your Only option is to Escape.