## **RUNAWAY**

## Innovation By Auston Lee and Justin Wang

Runaway is a multi-stage game being that it has multiple terrains, obstacles and levels. It is based on the main character who is running away from home and his journey through the rough terrains of life to find a new place to live. He must avoid the many obstacles that prevent him from his objective.

The character is controlled using the spacebar. By pressing the spacebar the main character will jump. However, if the spacebar is pressed twice the player will double jump allowing him to avoid larger obstacles.

You will have to avoid many obstacles such as cars, boulders, and animals. If you happens to collide with an obstacle then your health will decrease. Once your health reaches zero the game is over. However, if you are able to avoid the obstacles without your health reaching zero, you will successfully win the game.