**Gameplay:**

*After both players enter their name, each player gets to choose 3 champions and set one of them as a leader (You cannot choose a champion selected by another player) then you can start the game.*

**The objective of the game is to knockout all the other player’s champions. The game is played on a 5x5 board. There are 5 covers placed randomly throughout the board (if a cover is between you and another champion you cannot attack that champion until you destroy the cover). You cannot move to a cell that contains another player or a cover. You can move or do normal attack in only 4 directions (UP, DOWN, RIGHT, LEFT). In the beginning of each round all champions are ordered based on speed (fastest champion starts).**

Champion attributes:

* Type: (Hero/Villain/AntiHero).
* HP: Health Points
* Mana: Used for abilities
* AP: Action points (Used for moving/Doing a normal attack/Casting abilities)
* Speed: The faster the champion the earlier they start their turn.
* AR: Attack Range (Champions can only attack within their attack range [range is calculated using Manhattan distance]).

Possible actions per turn:

* Move to an empty cell (costs 1 action point).
* Do a normal attack (costs 2 action points).
* Cast an ability (action point cost/mana cost depend on the ability).
* Use Leader Ability (only if champion is the player’s chosen leader).

Attacking:

* Heroes: they deal extra damage when attacking villains.
* Villains: they deal extra damage when attacking heroes.
* Anti-Heroes: when being attacked or attacking a hero or villain, the antihero will always act as the opposite type. If attacking an antihero, damage is calculated normally.

Leader Abilities:

* Leaders can use their ability once during the entire game.

Abilities:

Each champion has 3 abilities which they can use throughout the game. Abilities can be damaging, healing, or crowd control (applies an effect). Abilities have different action point cost/mana cost/cool down/cast range. Abilities also have different areas of effect (SINGLE TARGET, TEAM TARGET, SELF TARGET, SURROUND, DIRECTIONAL):

* SINGLE TARGET: Applies to only one target as long as they are within cast range.
* TEAM TARGET: Applies to the entire team (Current champion’s team if it’s healing or a BUFF effect / Opponent’s team if it’s damaging or a DEBUFF effect).
* SELF TARGET: Applies to champion who is casting the ability.
* SURROUND: Applies to adjacent cells (No friendly fire).
* DIRECTIONAL: Applies to cells in chosen direction as long as they are in cast range (No friendly fire).

Effects:

* Disarm: Target cannot use normal attacks. Target gains a SINGLETARGET damaging ability called "Punch", Mana Cost: 0, Damage: 50, Cooldown: 1, Range: 1, AP Cost: 1.
* Dodge: Target has a 50% chance of dodging normal attacks. Increase speed by 5%.
* Embrace: Heals target by 20%.
* PowerUp: Increase Damage and Heal amounts of all damaging and healing abilities of the target by 20%.
* Root: Target cannot move.
* Shield: Block the next attack or damaging ability cast on target. Increase speed by 2%.
* Shock: Decrease target speed and normal attack damage by 10%. Decrease target's AP by 1.
* Silence: Target cannot use abilities. Increase target's AP by 2.
* SpeedUp: Increase speed by 15%.
* Stun: Target is not allowed to play their turn.