Prototype Features

* Basic Movement
* Basic Combat
* Circle
* Ammo System
* Lighting System

HUD

* Health
* Ammo
* Kills
* Remaining
* Minimap

1. 4x4 Grid
2. 2m – 4x2
3. 1.5m – 2x2
4. 1m – 2x1
5. 30s 1x1