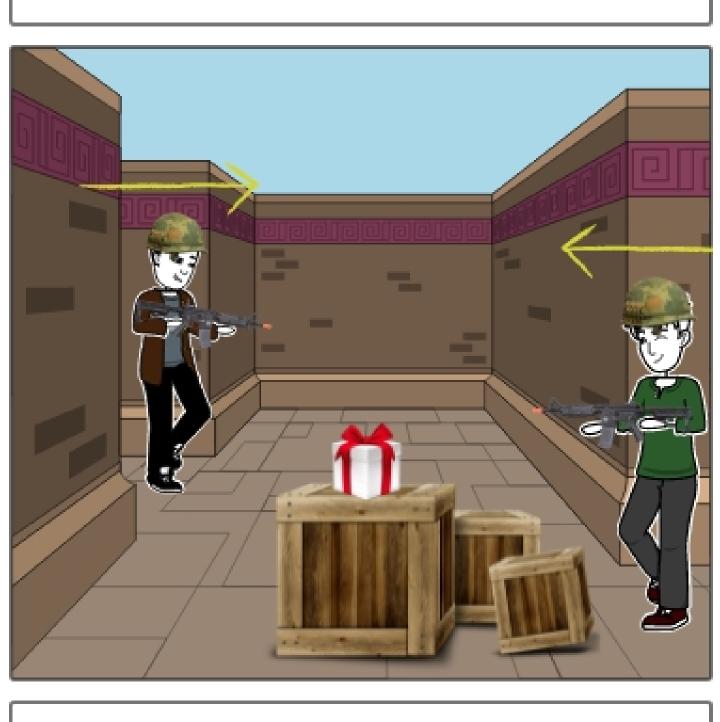
1 3 2 The app informs users about the status of the ammunition ( left user gets worried ) Enemy users are near each other Both users are notified of the danger 5 CHAT: user: prepare to die user: reward is mine The defeated announces his death and the opponent's team receive 1 point. User gets the reward. User uses chat to distract and scare the enemy User eliminates the enemy



Enemy users are near each other



Both users are notified of the danger



The app informs users about the status of the ammunition ( left user gets worried )



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The defeated announces his death and the opponent's team receive 1 point. User gets the reward.