**Manthan Prajapati**

**2013070**

**User Story**

First, Player joins the lobby with other players. If everyone is ready then the match will be started else, the match can not be started. After starting the match, each team players spawns in the opposite sides of the spawn area. In the spawn area, player can choose their preferred loadouts for the match and then starts to fight. If a player takes a damage and dies, they respawn again in the spawn area and then they can change the loadouts and start to fight again. Else, if they kill the opponent the damaged player gets heal automatically and the score bar updates with the individual kill counts on the player screen. If any team reaches first to the score of 40 then the team wins the match, and the match result shows at the end with the MVP of the match. But if the time is over before any team reaches to the score of 40, then the game goes for overtime of 2 minutes. Within the overtime, if the score of the match is equal at the end, then the match is declared as a draw else, the team with the highest score wins and the result screen with the MVP of the match shows at the end.