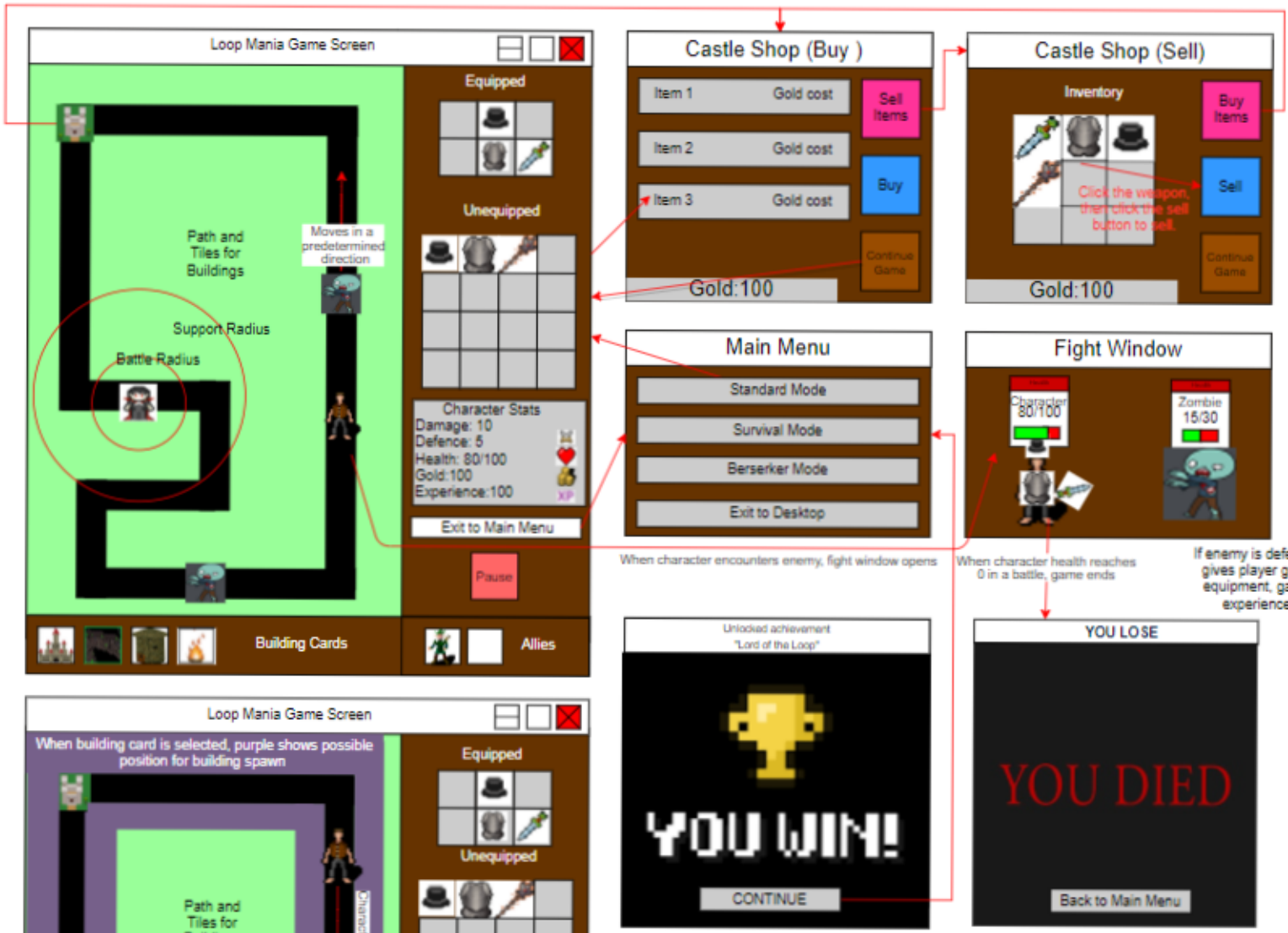
Loop Mania Game Screen
Equipped
Unequipped
Path and Tiles for Buildings
Moves in a predetermined direction
Support Radius
Battle Radius
Character Stats
Damage: 10
Defence: 5
Health: 80/100
Gold:100
Experience:100
Exit to Main Menu
Pause
Building Cards
Allies
Castle Shop (Buy)
Item 1
Gold cost
Item 2
Gold cost
Item 3
Gold cost
Sell Items
Buy
Continue Game
Gold:100
Castle Shop (Sell)
Inventory
Buy Items
Sell
Continue Game
Gold:100
Main Menu
Standard Mode
Survival Mode
Berserker Mode
Exit to Desktop
Fight Window
Character 80/100
Zombie 15/30
When character encounters enemy, fight window opens
When character health reaches 0 in a battle, game ends
If enemy is defeat
gives player gold
equipment, gains
experience
Unlocked achievement
"Lord of the Loop"
YOU WIN!
CONTINUE
YOU LOSE
YOU DIED
Back to Main Menu
Loop Mania Game Screen
When building card is selected, purple shows possible position for building spawn
Equipped
Unequipped
Path and Tiles for Buildings
Character moves clockwise
Character Stats
Damage: 10
Defence: 5
Health: 80/100
Gold:100
Experience:100
Exit to Main Menu
Resume
Click on card, and drag to a purple tile to spawn building
Building Cards
Allies

Loop Mania Game Screen

Path and Tiles for Buildings

Moves in a predetermined direction

Support Radius

Battle Radius

Equipped

Unequipped

Character Stats
Damage: 10
Defence: 5
Health: 80/100
Gold:100
Experience:100
XP

Exit to Main Menu

Pause

Building Cards

Allies

Castle Shop (Buy)

Item 1 Gold cost

Item 2 Gold cost

Item 3 Gold cost

Sell Items

Buy

Continue Game

Gold:100

Castle Shop (Sell)

Inventory

Buy Items

Sell

Click the weapon, then click the sell button to sell.

Continue Game

Gold:100

Main Menu

Standard Mode

Survival Mode

Berserker Mode

Exit to Desktop

When character encounters enemy, fight window opens

Fight Window

Health
Character
80/100

Health
Zombie
15/30

When character health reaches 0 in a battle, game ends

If enemy is defeated gives player gold, equipment, gains experience

Unlocked achievement
"Lord of the Loop"

YOU WIN!

CONTINUE

YOU LOSE

YOU DIED

Back to Main Menu

Loop Mania Game Screen

When building card is selected, purple shows possible position for building spawn

Path and Tiles for Buildings

Character moves clockwise

Click on card, and drag to a purple tile to spawn building

Equipped

Unequipped

Character Stats
Damage: 10
Defence: 5
Health: 80/100
Gold:100
Experience:100
XP

Exit to Main Menu

Resume

Building Cards

Allies