

## Lobby

After successful login, you join into lobby. Lobby is place where players can choose their game and where their wait for start of the game.

The screenshot shows a web application window titled "Lobby". It features a dark theme with a "File" menu in the top left. The main content area is divided into several sections:

- 1. Games List:** A table with columns "Name", "Waiting", "Capacity", and "Teams". The row "game 01" is highlighted in red.
- 2. Create game:** A red button at the bottom left.
- 3. Tutorial:** A red button next to "Create game".
- 4. Join game:** A red button on the right side.
- 5. Game information:** A panel on the right showing details for "game 01", including "Name", "Capacity", "Teams", and "Bot level". Below this is a table of players waiting for the game.
- 6. Your name:** A text field at the bottom right showing the name "martin".

Name	Waiting	Capacity	Teams
best game	0	2	2
for two players	1	2	2
game 01	7	8	4
test bots	2	4	2
test game	0	4	2

Player name	Type
EasyBot 1	bot
EasyBot 2	bot
EasyBot 3	bot
EasyBot 4	bot
EasyBot 5	bot
EasyBot 6	bot
EasyBot 7	bot

- 1. Games** - Here you can see all games which wait for their start. In column *Waiting* is number of player which are currently waiting in the game. *Capacity* is number of player which we wait for. You can sort games by each column.
- 2. Create Game** - If you are not satisfied with existing games, you can create your own game with your custom settings.
- 3. Tutorial** - Opens file with tutorial
- 4. Join/Leave Game** - You can join any of existing game or leave game which you are currently in.
- 5. Game information** - Here you can see detailed information about selected game. There is list of players which are waiting in the selected game.
- 6. Your name** - At the bottom is your user name. Other players can recognize you by this name.

## Goal of game

This game can be played by 2-8 players. Players are divided to clans (teams). Main goal of each clan is eliminate all other clans. **Winner is player who survives to the end and whom clan remains as last clan in the game.** You must attack at players of other clans and help member of your clan.

## Player

Each player is represent by this layout.



1. Name of player
2. Health bar
3. Name of character
4. Logo of clan – if you click at this logo, it will show you player stats
5. Space for buttons
6. Your active items
7. Your inventory

You can see all your cards and active items of other players. However you cannot see cards of other players.

## Player stats

Each player has 4 basic stats. If you click at clan logo, It will show you stats of player. Each character has unique stats. You can increase your stats with items.

1. **Attack damage** – this is amount of enemy health which you take with each your hit
2. **Protection** – this will reduce taken damage
3. **Offensive range** – Distance at which you can attack
4. **Defensive range** – Reduction of distance



## Cards

There are 20 cards in the game. There are two types of cards.

First type are **disposable cards**. This type of card has some positive or negative effect. When you used this card, it is threw in the pile. These card have red border.

Second type of cards are **items**. This cards temporary increase your stats. These cards have golden border.

You can use card by double-clicking it. If you want use card on other player just click on the card and then click on the player which you want use the card.

## Disposable cards



**Hit** – This is basic offensive card. You can use this card to take health of other players. Health what you take from other player depends at your attack damage and his protection.



**Dodge** - Use this card as defense against card **hit**. If someone will use hit card at you, and you will use this card, then you won't lose any health.



**Disarm** – Use this card to throw cards of other players. You can throw random card from player inventory or specific active item.



**Theft** – Use this card to steal cards of other players. You can steal random card from player inventory or specific active item.



**Defense** – Use this card as defense against card **disarm** or **theft**. If someone will use **disarm** or **theft** card at you, and you will use this card, then you won't lose any card.



**Single heal** – This card restore large portion of your health.



**Team heal** – This card restore medium portion of your or your teammate health. You can use this type of heal to your teammate.



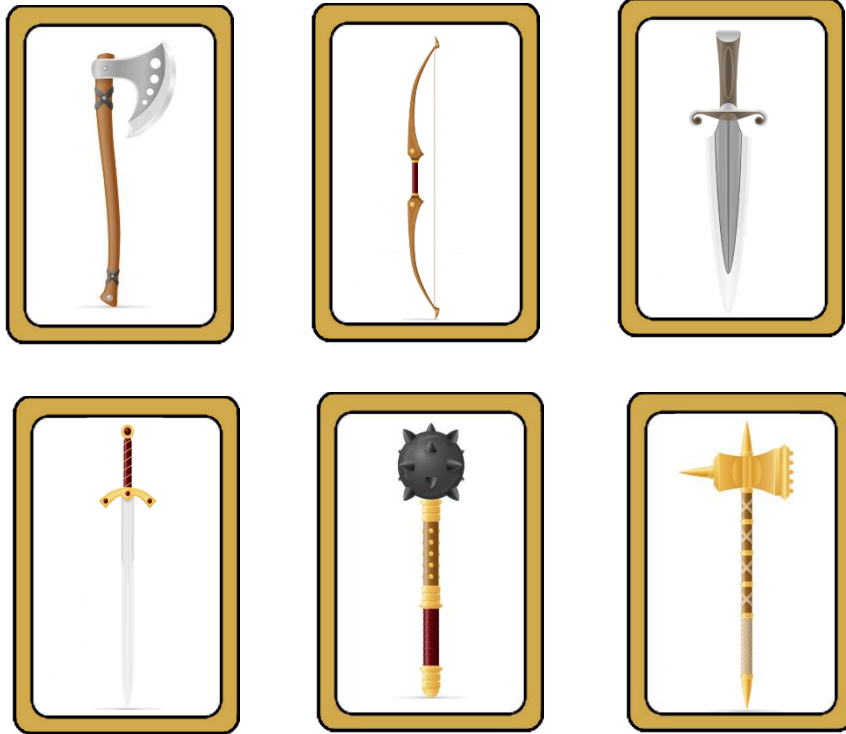
**Kettle** – This card restore small portion of your health and health of all your living teammates

## Items

Item are card which temporary increase some of your stats. Temporary effect of item is active until you own the item and item is active. You can activate item by double-clicking the card. Effect is lost if someone steal or throw your item. There are 3 types of items.

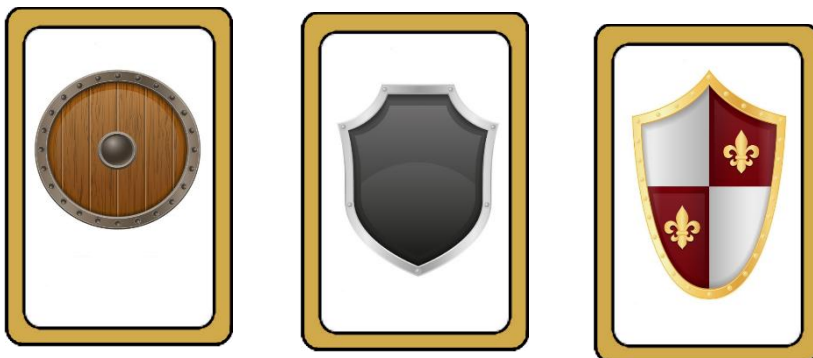
## Weapons

Weapon increase your range and damage. Generally we can say the more damage weapon deal the less range weapon has.



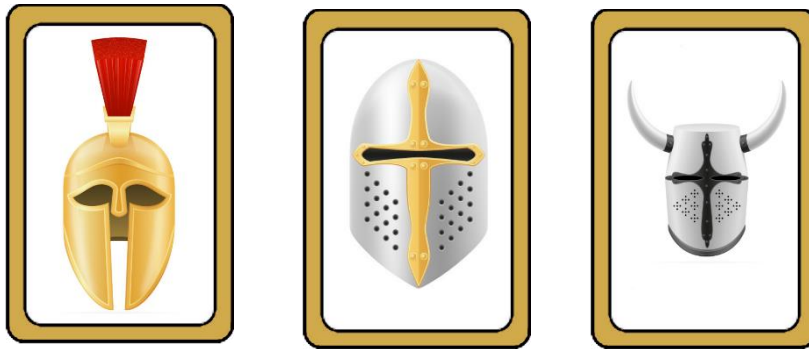
## Shields

Shield reduce damage other players against you.



## Helms

Helm change distance between players.



## Distance between players

The distance between two players is the minimum number of places between them, counting clockwise or counterclockwise (see below picture). You can use cards **hit** and **theft** only at player which are in your distance.

