The Map screen will serve as the primary interface for the user during gameplay. The map will be drawn from the Google Map API, and will display location details for the user, as well as an active play area, and other users locations when they have been spotted.



Map: Displays the users current position, as well as any spotted targets, items, or store locations.

Clicking the map will reveal any targets or items within your spotting range.

Server Info: Opens the game info panel; giving info on other players, play stats, and game setting.

Inventory: Opens the players item inventory

Target Info: Displays your current

K/D ratio overall.

Game lobby gives user access to active or available games, as well as an option to create a new game if they are a Host user and access to admin functions if an admin user.

