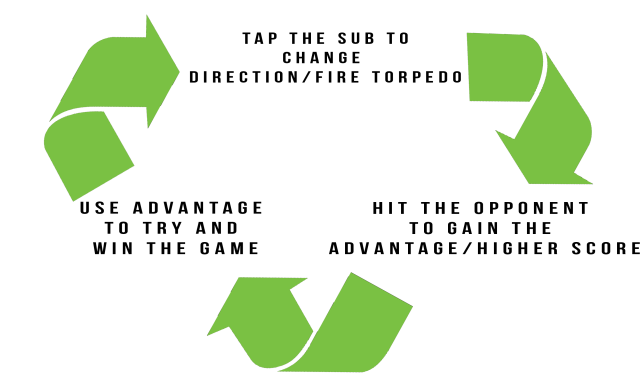
* Core game loop:

Tap the sub to change direction/fire torpedo

Hit the opponent to gain the advantage/higher score

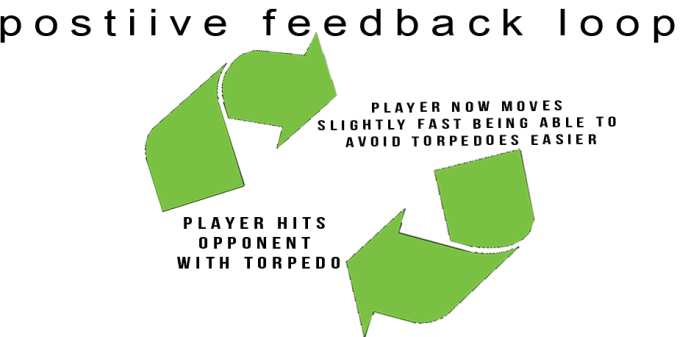
Use advantage to try and win the game



* positive feedback loop:

Player hits opponent with torpedo

Player now moves slightly fast being able to avoid torpedoes easier



* negative feedback loop:

Player hits opponent with torpedo

Player that hit the opponent now has a cooldown before he can launch another torpedo



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