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Winner Takes It All

Gameplay Instructions

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Winner Takes It All prototype is divided in 2 phases: movement phase and combat phase.

Each of the phases can be configured to last for a certain amount of seconds, which is shown on the screen as a countdown. This time can be configured.

In the movement phase players are allowed to move using limited stamina represented by a green bar in the UI.

If the bar depletes, or the time for the movement phase finishes the player cannot move until the next movement phase kicks in.

You move using the mouse. Just left click in a world position to move there.

By right clicking on another player's character a menu pops up. This is the attack menu which is inaccessible in the movement phase.

In the Combat phase players are allowed to fight each other. After going to the attack menu and clicking "attack", the attack is sent to the server, where it will be processed.

Players have an inventory of 4 weapons, and each of them starts with a basic Club. There is loot to be collected in the level, which will give the players additional weapons (loot collection is not replicated in the multiplayer mode yet).