**4 person free-for-all capture the flag**

Before start of game, each player creates their own base – clicking on the grid and selecting where they want to place their walls/turrets/flag/spawn point

Upon creation, client sends map to server and you get randomly assigned with 3 other ready players.

Server broadcasts players’ maps to each other, and glues all 4 bases together. Game is started. All player movements are broadcasted amongst the players. Server keeps track and updates game state.

You lose if an enemy player moves your flag across your base to their base. (your base layout remains for the other players to use, but you disappear).

You gain certain powerups (undecided) if you steal a flag.

***You win*** the match if you keep your flag in your base for the entire game (last man standing)

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| Players | Players can shoot other players, walls, turrets, and pick up flags. They have regenerating health. Death makes them respawn @ their selected location after 3 seconds. |
| Flag | Can be picked up (even your own flag) [or dropped] by moving over the flag and pressing ‘f’ |
| Blocks/Walls | Walls also have health, and can be shot down, but are strong |
| Turrets | Shoot enemy players. Also have health and can be shot down. Shoot slowly. (maybe powerups increase reload speed) |
| Spawn |  |