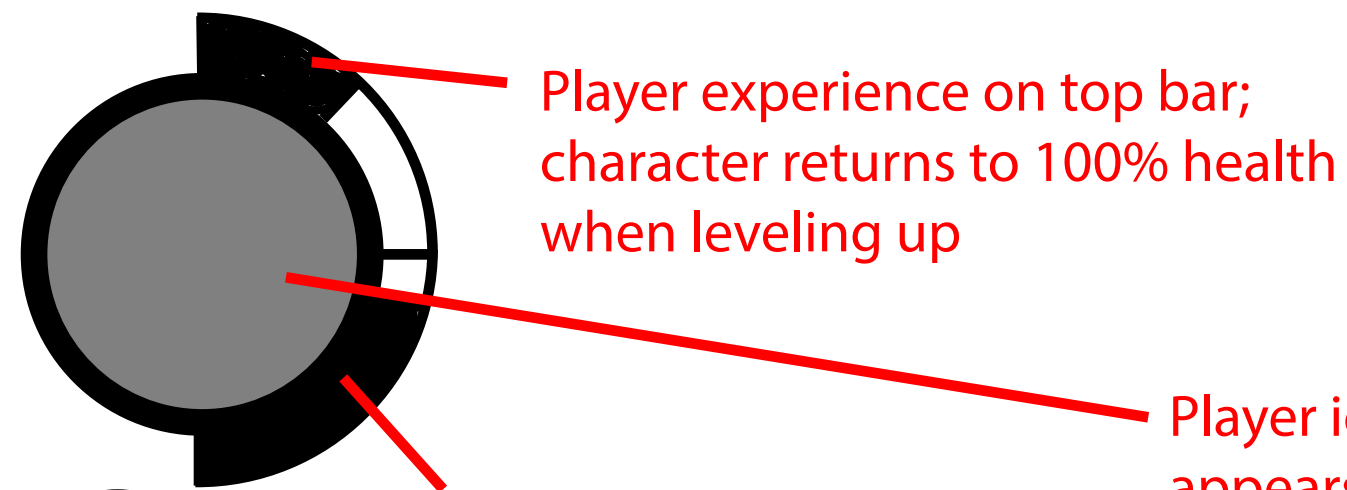


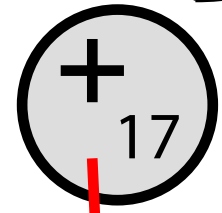
2:43



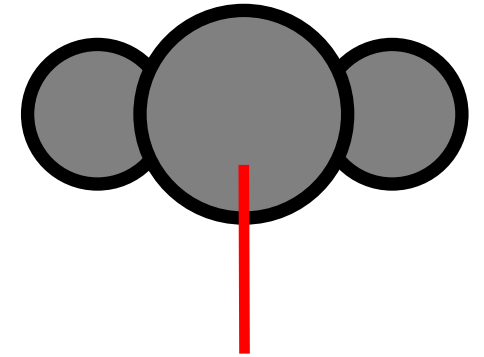
Player experience on top bar;
character returns to 100% health
when leveling up

Player health on bottom bar;
whole area flashes red when
under 20%

Player icon or character portrait
appears inside circle; tap it to open
settings/inventory and pause game

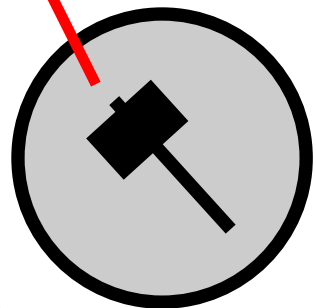


Tap to use health "potions";
player starts with 20 (is that
too many?)

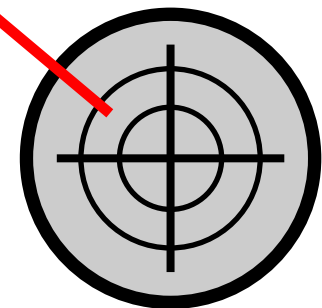


Weapons included in portraits here;
swipe left and right to cycle through
equipped weapons/powers

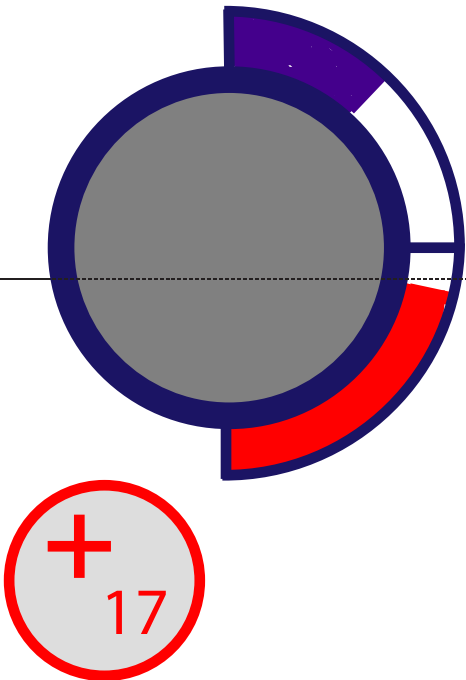
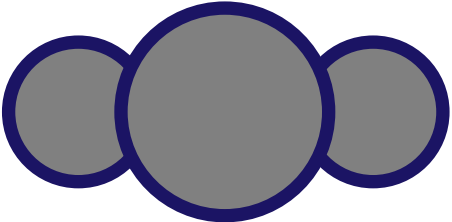
Melee attack button; icon displays
whichever melee weapon is equipped
- only one can be chosen at a time



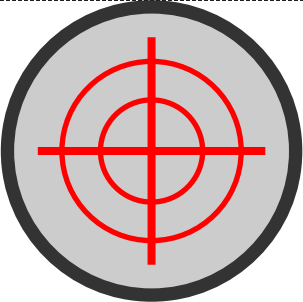
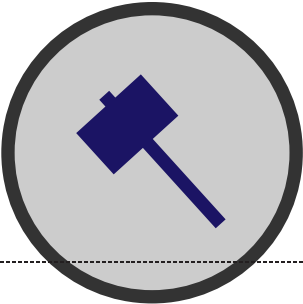
Ranged attack button; fires whichever
ranged power/weapon is selected
(displayed in top right, center)



2:43



jumping/crouching zone (swipe up/down)



moving zone (swipe left/right)