Questions - RedVsBlue iPhone Game

1. What is the difference between Scoring Coins and Buying Coins?
2. How many players/users can play per game?
3. What are all the targets we have in the game?
4. If the distance between the players is very large, how to show them on map (it is a online game so anybody can play with anyone)?As we know that the distance will be measured according to the Google map.
5. Unclear about the mechanism to calculate the hit impact of the weapon.
6. If the user wants to re-enter the game then the location to get the entry will be decided by the player or the system (to save him from his opponent at entry point)?
7. Winner, in the face to face combat will be awarded with 20% bonus point (according to the project detail). This will be considered as energy level increment or increase in coins?
8. As the time zone of all the countries is different, so how it is possible to interact with the Robots at specific time?
9. If a Landmine is placed using Drop Pin, the enemies will know the location of Landmine, and hence they will prevent themselves from hitting with land-mine and follow another route?
10. If there are two or more enemies present within the radius of 100m from the Player, and one of the enemy say Enemy1 wants Face-To-Face Combat with the Player, and the Player wants Face-To-Face Combat with another enemy say Enemy2.
11. Please explain more about Player movement? By buttons? By Gestures?
12. How many types of scenes \backgrounds are there in the game?
13. Please provide graphics to be used in the game.
14. Testing gitHub2