



PLAYER HEALTH

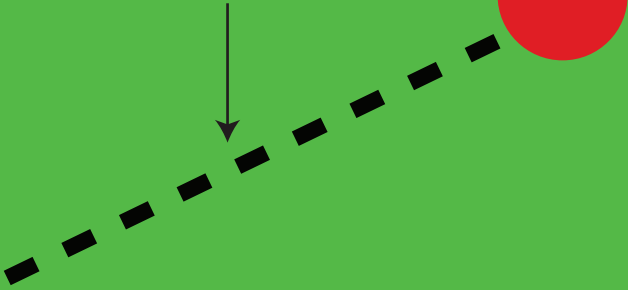
PLAYER ENERGY

Player One Screenname

item/powerup



Projectile



Enemy



obstacle



item 1



item 2



item 3



MINI
MAP



Controls

WASD - movement

Mouse 1 - Fire