Tasks:

* Player Movement: Capsule player that moves in 8 direction and turns towards it’s moving direction.
* Player can shoot projectile at another player.
* Projectile follows opponent player if it gets near
* Arena: For now details unknown. Using Knight Squad arena as an example for now.
* Gameplay for now:
  + A Timer of 3 minutes
  + Players has a spawn point based on present arena
  + Arena has a middle spot
  + If player stays inside the middle area he will gain 5 points per second
  + Each player can take damage three times and then they will die and respawn again
* At the end of timer game will be paused and final score will show up.