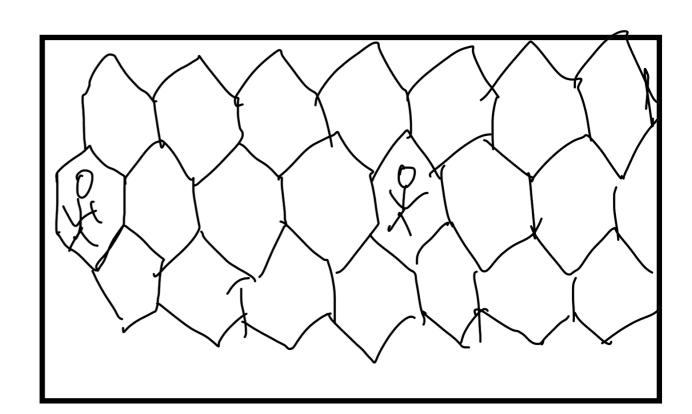


## Option 1

RTS style
30 second starting time limit
Move and attack
Track each action
Add time for each kill
When time up, rewind
Drag from character onto target location



## Option 2

Double-tap to enter text

