Main needs

1.

Phase view:

This class includes functions to show the status of a player with observer pattern and shows player steps such as reinforcement, attack, fortification view to the player

2.

Attack phase:

This phase includes the player army attack other players’ army. Such as

value change of the army,

Army select: attacker and attacked

dice check,

Card, and card view

All phases should in the player class( or package).

3.

Domination view

The percentage of the map control for each player

Continent controlled by who will also show in this view

No Continent controlled, shows blank in the list, otherwise shows player: continent

4.

Refactoring

Refactoring required in the doc part

The team discuss, tool, find defects

List potential target that wants to refactor

Must test or this is not refactoring.