

CRC Cards

Chengcheng Ding | December 10, 2019

2h

GameState Enum

Basic graphical
layout

4h

Abstract territories

Dice roller and
comparator

Set up controller

Hover territories to
show info

6h

Abstract Board

Find SVG files and
apply them to GUI

Attack and move
control

8h

Set up territories
and their adjancies
in Board

Link territory model
and view(SVG)

3D soldiers on map

Random dum
Computer player