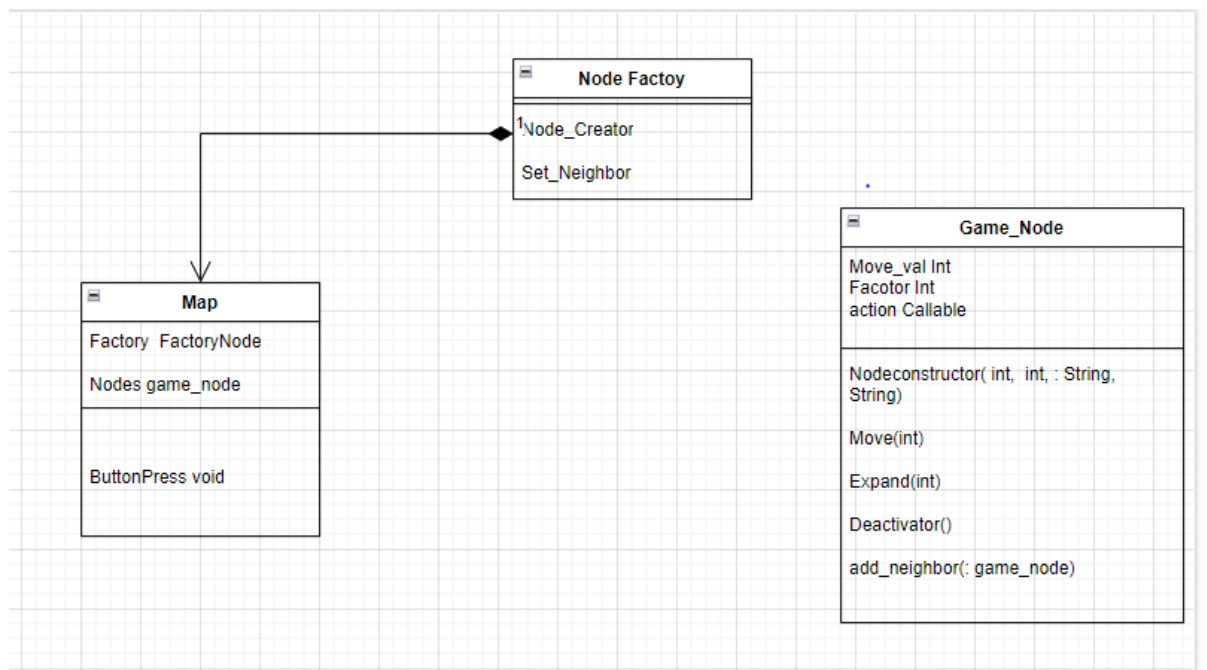


# Decatur

During the project, we were able to implement a node system that allowed us to test factor interaction. We first create a constructor that allows us to create nodes for the map and apply details based on the continents and oceans for the node. We used a group to identify the neighbor of the node and what location is travelable. At the moment, we were able to code some decisions that the player is able to make. The first is the ability to move your factor toward other nodes by changing the value and using a touch button to give that ability to the player. The other choice would be to expand your factors. The player will be able to select any node location and apply two factors. The pattern that was first created is the factory pattern where nodes are produced for the map. The factory helped promote little change in the code during their creation of the node and further. The issue that arose was learning how to implement the right frightening method from the board game. The board game rules mention that a player is required to have a higher factor number than the other player. Then the player will rule a 2 6d dice, and depending on the number, show if the attacker or defender loses the factor. We decided to go with a different method which requires the battle to have equal factors. Then for each factor going against each other, there will be dice rolls. Whatever dice number is greater will show if the attacker or defender loses the factor.



The next step is the work on the player class and the feature that the player will have. For Players, they will cards and the amount factor to move around. There are still a few decisions that need to be implemented. For example. the player has the ability to build to

add defense such as a port. The other feature is the card Prosperity system to determine which continents have the highest number. For the code, we will create a singleton observer to intake all the detail and let the player know what continents has the highest value. The last detail is the fighting method between both players.