One thing I noted, is that in the unit requirements doc, there is a few units listed that aren’t in the program. Don’t know if I’m missing something or not, so don’t know what to do there.

When adding a unit, user should be able to exit back to the menu, rather than add a unit.

[DONE]Imperium should be capitalized in the main menu

Bugs:

ERROR: Exception unhandled error: error when pressing enter in the hq selection menu, without inputting an option.

EDIT: happens when pressing enter on any screen

EDIT 2: happens when entering anything but a number

FIX: problem occurs because the program reads the line and tries to convert it in the same instance. Instead, should read the line, and if not empty convert then handle choice.

SUGGESTION: looking it up, people suggest to use Int32.TryParse when you cant guarantee your input is a number (returns bool). So,

Int32.TryParse(Console.ReadLine(), out int result)

First argument test if its an int, second is for outputting the number into a int var.

[FIXED]ERROR: armyChoice if statement doesn’t account for numbers less than or equal to 0

FIX: add a conditional and statement, saying that the choice has to be > 0

[FIXED]ISSUE: the way I did spell selection, is that you pick a unit, then are prompted with a menu telling you to select spells. If a spell is already selected, then it runs into a conditional statement that checks if the spell as added to the hq list, and if it is in the list, it skips the conditional and restarts the loop. Normally, this isn’t an issue. However, an issue will occur if you try to add a second unit, and try to add one of the spells the previous unit had, in which case, you will get stuck in the loop. I don’t know if you can even have 2 units with the same spells, so I will leave it for now. If it becomes an issue, however, we will need a more complicated fix.

EDIT: there was some other issues occurring when deleting the unit, such as the spells remaining.

FIX: rather than adding the unit and spells to the list var separately, I made a string that tests if the spell is in the string, and if not, concatenates to the end of the string. Doing this solved both issues.