Title: Kingdom Conquest

Data:

* Resources:
  + Sources:
    - Gold
    - Food
    - Wood
    - Stone
  + Traders:
    - Merchants (buy and sell resources)
  + Entities:
    - Player's kingdom
    - Enemy kingdoms
    - Units (soldiers, archers, cavalry)
* Attributes:
  + Simple:
    - Player:
      * Gold
      * Food
      * Wood
      * Stone
      * Population
      * Morale
    - Units:
      * Health
      * Attack
      * Defense
      * Speed
  + Compound:
    - Buildings:
      * Castle
      * Barracks
      * Farm
      * Lumber mill
      * Quarry

Algorithms:

Events:

* + Encounter with enemy kingdoms
  + Building new structures
  + Recruiting and training units
  + Researching new technologies

Processes:

* + Collecting resources
  + Constructing buildings
  + Training and upgrading units
  + Conducting diplomacy and trade
  + Attacking and defending kingdoms
* Conditions:
  + Availability of resources
  + Player's gold, food, wood, and stone levels
  + Population and morale levels
  + Number and strength of enemy kingdoms and units