Week1

1. Fully randomized options simulated onscreen
2. Implemented basic game functionality which includes:
   1. Skirmishes against basic neighbor simulations
   2. Growth functions
   3. War results with weighted probabilities based on population and military
   4. Basic win conditions

Week2

1. Basic implementation of war room for the ‘All out war options’
2. Mixing persistent available progression options with randomized options
3. Intermediate level simulations of neighbours which includes randomly getting attacked by them and having to mount a defence

Week3

1. Complete implementation of the War Room
2. Complete simulation of neighbours based on weighted probabilities
3. Implementation of actual win conditions that make sense
4. Implementation of all time high score options