Good questions. The game development must follow these requirements. I'll divide the requirements into sections prefixed with a number so we can refer to these requirement sections later.

1. SUMMARY OF GAMEPLAY
   1. This real-time strategy will be a medieval kingdom simulator, consisting of two players--a human controlled player and an NPC player.
   2. Each player will act as the king of his kingdom and his goal is to rule a kingdom and make his kingdom strong enough to defeat the opposing kingdom, which is done in this game by killing the opposing kingdom's king.
   3. The NPC player and human-controlled player will have the same capabilities, restrictions, and mechanics, but the NPC player will be controlled as an AI player.
2. RESOURCES OF THE KINGDOM-The kingdom's resources will include gold, wood, iron, stone, food, cows, bows, spears, leather armor, swords, iron armor, and horses.
   1. Gold can be used to purchase units.
   2. Wood is used to build buildings and can also be converted into bows, arrows, and spears.
   3. iron can be converted to swords and iron armor.
   4. stone is used to make defensive structures
   5. food will increase the kingdom's population if there is a surplus of food, or keep the population stable if there is enough food, or decrease the population if there is not enough food.
   6. Cows can be converted into leather armor
   7. Bows are given to units to allow them to shoot arrows at enemy units
   8. Spears impact medium damage to units without horses and impact large damage to units with horses
   9. leather armor is given to units to give them more resistance to enemy damage so that the damage doesn’t impact them as badly as it would without the armor
   10. swords are given to units to allow units to strongly damage enemy units
   11. iron armor is given to units to give them twice as much resistance to enemy units as leather armor
   12. horses are given to units to give them 5 times as much speed as units without horses

3. MEASUREMENTS OF THE KINGDOM

There will be a measurement of the kingdom's population

3. BUILDINGS AND OTHER STRUCTURES

There will be separate buildings to generate these economic resources: wood, stone, and iron. There will also be buildings to provide these military resources: swords, iron armor, bows, spears, and leather armor. The player can draw walls around the castle to keep enemy units from attacking his kingdom. No units can walk past a wall but enemy units can can destroy a wall.