##### Readme

###### How to change the battle participants

1. Open “entities.csv”
2. Input the battle participants in this order:

[p1BattleParticipantName] [p1BattleParticipantQuantity]

[p2BattleParticipantName] [p2BattleParticipantQuantity]

* In regards to the name, use English (United States) spelling.

###### How to run the program via Terminal

1. If using Windows install “Bash on Ubuntu on Windows”
2. Set the Terminal to the dark theme
3. Open the terminal at the location of the combat results calculator directory
4. Type “g++ main.cpp entity.h entity.cpp fileImporter.h fileImporter.cpp calculator.h calculator.cpp –o run – std=c++11”
5. Type “./run”

###### Assisted attack reminder

* If you are performing an assisted attack (where multiple units attack a single target) then you will have to enter each unit and the single target separately into the program.

###### Event cards reminder

* I excluded event cards that seemed irrelevant to the process of determining who wins a battle.
* **Irrelevant event card examples:**
  + The Bad Omen event card that deals 5 damage to a unit card based on the number of monks on that unit card does not require extensive information about battle participants. The user should be able to perform such calculations independently to the program. In other words, certain event cards despite dealing with combat related information are irrelevant if not affecting a battle.
  + The Rough Waters event card says that the target ship may not defend this turn pertains to whether or not that entity can enter a battle and nothing to do with what happens if the entity is in a battle. In other words, event cards dealing with whether entities are eligible to enter a battle are irrelevant.