**8 Minute Empire**

**Assignment 1:**

Color Key code:

* T = From Assignment
* T = From Project
* T = From Rules

Part 1 + 2:

* All data members of all classes must be of pointer type
* All file names and the content of the files must be according to what is given in the description below
* Implement an adjacent Map
* Nodes are countries
* Edges are adjacent countries
* Continents are sub graphs
* Map can start with multiple continents
* Each country is owned by a player and a certain number of armies or none
* Files must be named Map.cpp/ Map.h
* Driver file is in MapDriver.cpp
* Map configuration can be used to represent any map
* Minimum 1 country
* Each continent is given a control value that determines: the number of armies per player, and the number of regions of the continent controlled by each player
* Each player places 3 armies on the starting region on the board
* Can place armies on neighbouring countries **if city built**
* A player controls a continent if he controls more regions in the continent than anyone else
* Map Loader loads the map file and turns it into a graph
* Map can read any text file (including non working ones)
* Map Loader is in 2 files: Maploader.cpp / Maploader.h