Task 2

Identify the functional requirement:

1. At beginning of the game:
   - User will provide with a list of countries, that allow the user to choose what country they want to be in.
   - Use can choose what countries he wants to make alliances with.
2. Preparation:
   - User can build their armies which are troops and vehicles, such as tanks, planes and ships.
   - User can use transportation routes to obtain more resources and money, to build more troops for his army. (This can also be done during the attack or defend stage)
3. Attack and defend:
   - User can make threads to the opposing countries that are not one of his alliance countries.
   - User can decide to attack the opposing country or defend the attack against from the opposing country.
   - When the user decides to attack the country, he needs to choose one of the attack methods which is land attack(tanks), air attack(planes), or sea attack(ships).
   - User can decide how many vehicles and troops he wants to send after he chooses the attack method.
   - User could also choose to defend if there are attacks from the opposing country.
   - Either attacking or defending will cause the loss of resources, such as vehicles and troops, therefore user need to get more resources by attacking the country or transportation route, to build more army.
   - If the user defeats an opposing country, the user will get all the land and resources from the country.
4. End of the game:
   - User wins the game when he defeats all the opposing countries.
   - User loses the game when the opposing country has defeated him.