# Game Overview:

1. **Objective**: Players aim to conquer territories by deploying troops, attacking adjacent enemy territories, and fortifying their positions.
2. **End Condition:** The game ends when a player controls all territories or when a maximum number of rounds (100) is reached. In case of reaching the maximum rounds, the player with the most territories is declared the winner. If there's a tie, the game is declared a draw.

# Setup:

1. **Board Initialization:** A board representing a map with territories is set up. In this case, the territories are based on Colombia.
2. **Player Initialization:** Players are AI (Artificial Intelligence). They are given a name and an initial set of territories is assigned randomly.
3. **Troop Allocation:** Each player starts with 30 troops that are distributed among their territories.

# Gameplay:

The game proceeds in rounds, with each player taking turns in a sequential order.

During a player's turn, they may:

* **Place Troops**: Deploy a number of troops to any territory they own.
* **Attack**: Choose to attack an adjacent enemy territory from one of their own that has more than one troop.
* **Fortify**: Move troops from one of their territories to an adjacent territory they own, strengthening their defense.

## Turn Sequence:

1. **Play Turn:** On their turn, the player can place troops, attack, and fortify positions.
2. **Battle:** If an attack is made, a battle occurs which is managed by a separate thread. The result of the battle is resolved before the next player's turn.
3. **Next Player:** After the current player finishes their actions, control moves to the next player.

## Rules:

1. **Troop Placement:** Troops can only be placed on territories owned by the player.
2. **Attacks:**

* A player can attack only adjacent territories.
* At least two troops are required in the attacking territory (one to stay behind).
* The outcome of an attack is determined by the game's battle mechanics.

1. **Fortification:**

* Troops can be moved from one territory to another if both are owned by the player and are adjacent.
* At least one troop must remain in the territory that is fortifying another.

1. **Territory Control:**

* When a player loses all their territories, they are out of the game.
* If a territory is conquered, it changes ownership to the victor.

## Additional Mechanics:

* **Thread Management:** Battles and AI decisions are managed using multithreading to simulate simultaneous actions and to keep the game flow efficient.
* **AI Players:** AI players have their logic for placing troops, attacking, and fortifying. This logic is not detailed in the provided scripts but would follow the game's rules as for a human player.

## Game End:

* The game can end in a win, draw, or stalemate depending on the number of territories controlled by the players at the end of the maximum rounds.
* After the game a message is displayed thanking players for playing.