* Open game
* Faction details
* Goal description

Error stuff

* Start game without name and show error
* Start game with correct name and wrong faction 1, then wrong faction 2
* Wrong main goal, wrong sub goal 1, wrong sub goal 2
* Invalid load game name
* Delete all fields and then go to faction details and then come back
* Talk about music and background extension
* Show menu (faction details and goal details)
* Showcase error messages when field not filled properly
* Create game with default factions and randomised goals (default settings)
* Music changes when going in game
* Explain how different factions have different sprites
* Show extension of customising goals
* Say that every faction starts with 0 units
* Show how selecting provinces work (code)
* Show how selecting friendly province displays additional options for province
* Train elephant and druid (have different training times)
* Click end turn twice and show that druid is trained but elephant is not
* Show notification of trained unit
* End turn again to show that elephant is trained

Save files to display

* Movement - **movement**
* Selecting and deselecting units
* Moving one unit across adjacent province (display movement points after move)
* Move multiple units across multiple provinces
* Talk about how it uses shortest path
* Taxes - **taxes** (DON’T END TURN TOO MUCH AND GO THE NEGATIVE GOLD)
* Show how very high tax reduces faction wealth across turns
* Conquest victory condition - **conquest**
* Wealth and treasury victory condition - **wealth**
* Engagements save file (melee on top, missile on bottom, also show random chance, raid extension, invading province with 0 units) - **engagements**
* Show how you cannot invade from an invaded province
* Show how you cannot move in or out of a province invaded in that turn
* **routedstate**