5/11 - go through backend feedback

6/11 - understand starter code and javafx (know how to work with the code)

8/11 - consider if backend needs reworking to fit frontend

11/11 - connect all backend to frontend

13/11 - fix backend to work as required (+ extensions)

14/11 - possible extensions

15/11 - due at 5pm

Ryder Shoan

Due end of Monday

* Invade attempt
* Train units
* Move units (select group of units)
* End turn

Due end of Wednesday

* Wealth and taxes
* Victory conditions
* Main menu (scenebuilder)

Due end of Saturday

* Main menu
* Victory conditions extension
* Test wealth < 0 [DONE]
* Battle resolver messages
* Troop ready notification
* Provinces owned by player label [DONE]
* Background for main menu
* Music for main menu and add repeat functionality
* Fix default victory conditions not random