1. **Movement of Soldiers**

**Epic 1:** As a player, I want to be able to move my faction’s soldiers, so that I can perform various in game actions

1.1 - As a player, I want to move my recruited soldiers between provinces, so that my units can reach and invade enemy territory as well as defend against them. (HIGH)

SP: 7

* We can only move our units through provinces which fall under our faction’s territory. To traverse through enemy territory, we must first invade and capture them. We can only however traverse through captured territory in the following turn if the territory is still retained by our faction.
* If given units have invaded a province in the current turn, they are unable to move again that turn even if they have movement points remaining. This also applies if they are moved into a province invaded in that turn
* Units move to their selected destination by shortest path/fewest movement points required. Movement points of the shortest path must be available for the selected unit to be moved successfully
* Any invalid moves failing the points above will be rejected
* To attack a province of enemy territory, we must move our units to an adjacent province
* Multiple provinces can be attacked in a given turn however each attack must use a different set of units in that turn.
* We cannot move units through territory captured in the given turn

1.2 - As a player, I want to build different types of roads, so that I can minimise the movement points expended by my soldiers. SP: 3

(LOW)

* Every turn, Cavalry units have 15 expendable movement points, Infantry units have 10 movement points and Artillery units have 4 movement points. These movement points will replenish the following turn
* Traversing each of the following terrain/road requires the following movement points per province: No roads requires 4 movement points; Dirt roads requires 3 movement points;

Paved roads requires; 2 movement points; Highways require 1 movement point

* Only the Romans faction can build highways

1.3 - As a player, I want to move multiple units from a selected province at once, so that I can quickly assign my units to their selected destination province. (LOW)

SP: 4

* Maximum distance allowed to be travelled by a group of selected units is given by the unit with the lowest movement points
* If certain units in the group travel less than their max movement points, then they can be chosen to move again in the given turn for their remaining movement points