**Campaign Victory (2)**

**Epic 5:** As a player, I want to achieve a set of goals, so that I can win the game.

5.1 - As a player, I want four basic goals which when achieved, result in victory for the party which achieved it. SP: 1(HIGH)

* The conquest goal is achieved by conquering all territories on the map
* The treasury goal is achieved by accumulating a treasury balance of 100,000 gold
* The infrastructure goal is achieved by building all possible infrastructure across all settlements
* The wealth goal is achieved by accumulating a faction wealth of 400,000 gold

5.2 - As a player, I want randomly generated goals, so that I get new experience each playthrough. SP: 2 (LOW)

* Upon starting a campaign game, a logical conjunction(AND)/disjunction(OR) of basic goals, or a conjunction/disjunction of other conjunctions/disjunctions is chosen randomly

5.3 - As a player, I want my game to be automatically saved upon reaching the victory condition. SP: 4(LOW)

* The player is presented with an interface congratulating them on their victory
* Reloading this save allows the user to continue playing the campaign game without any further victory prompts