**Epic 6:** As a player, I want be able to interact with the campaign map, so that I can perform in-game actions

6.1 - As a player, I want to be presented with a map of the game world upon starting or loading a game, so that I can easily view the status of the match. SP: 2 (HIGH)

* The map is split into historically accurate, clickable provinces
* Each province is allocated to a faction, displaying the flag of the faction, the province wealth, the number of soldiers, and the faction name

6.2 - As a player, I want to be able to view the current game year and turn, so that I can be aware of the current state of the game SP: 1 (LOW)

* Clicking the “end turn” button completes the turn

6.3 - As a player, I want to be able to save my game at any time, so that I do not lose my progress SP: 1 (LOW)

* The user is able to load and resume their gameplay progress later

6.4 - As a player, I want to perform actions on the campaign map, so that I can play the game. SP: 5 (HIGH)

* If the player attempts to perform an invalid action, they should be presented with a prompt notifying them that the action is invalid.

6.5 - As a player, I want to be presented with and given a variety of options on the main menu, so that I can customise my game experience. SP: 4 (LOW)

* The user should initially be presented with an option of “Campaign Game”
* Within the “Campaign Game” option, there are two further options: “Campaign AI” and “Battle Resolver”
* “Battle Resolver” will apply throughout the duration of the campaign
* Under the two options listed above, the user can select at least “Basic Campaign AI” and “Basic Battle Resolver” respectively
* The user can then start the campaign game after selecting their preferred settings
* Players should be given the option to load a previously saved game from the main menu, so that they can resume their previous game and not lose progress