**8. Basic Campaign AI (6)**

**Epic 7:** As an player, I want there to be a smart AI, so that I can test my strategies and be posed with a challenge when playing the game

7.1 - As a player, I want the AI to take smart resource management decisions, so that I can test my strategies and be posed with a challenge when playing the game. SP: 7 (HIGH)

* AI will spend 50% of their gold on infrastructure prioritising cheapest buildings. If buildings have the same price, the first priority will go to the buildings in the given order: Wealth generating buildings (Order of priority of wealth buildings being: Ports, Markets, Farms, Mines), Roads, Troop production buildings, Smiths and then Walls.
* The remaining 50% of gold will be spent on recruiting soldiers. Priority of recruiting units based on category will be based on the category which has the least number of units in the faction. When equal numbers of units in that category across the faction, the first priority will go to the category in the given order: Spearmen, Heavy infantry, Missile infantry, Cavalry, Horse archers, Artillery. Once a category is chosen, the recruitable unit with the highest initial cost will be recruited. If recruitable units to choose from have equal costs, then a unit to be recruited will be randomly chosen.
* Normal tax rate is applied to all AI provinces throughout the game

7.2 - As a player, I want the AI to implement movement strategies, so that I can test my strategies and be posed with a challenge when playing the game. SP: 7 (HIGH)

* On the turn of the AI, AI troops will be moved to the border province with the fewest soldiers. If there are an equal number of fewest soldiers across border provinces, the province adjacent to the most enemy soldiers will be chosen. If this is equal as well, there will be random assignment of units to these provinces. The chosen troops are moved from should be the closest province to the destination province, and if multiple regions with the same distance exist, the province to move troops from will be randomly chosen.
* If there are not enough movement points to reach a destination border province, the AI will move along the shortest path as much as they can. Then the following turn reassess the closest border provinces again.
* In a move the AI will move all its soldiers in a given province at once without splitting up
* Movement as the player involves the shortest path and a invalid province to move to should not be chosen

7.3 - As a player, I want the AI implement attack strategies, so that I can test my strategies and be posed with a challenge when playing the game. SP: 7 (HIGH)

* When choosing who to attack, the AI will choose the neighbouring enemy province with the fewest number of units. When equal or the AI can attack with multiple armies, the AI will attempt to choose to attack with an army of greatest size. Where this is equal, it will attack from a random province.