**Milestone 1**

Requirements:

1. Epic Stories
2. User Stories
3. Story Points
4. Acceptance Criteria

* Tue: Epic Stories
* Wed: User Stories
* Thu: Acceptance Criteria
* Fri: Review Tasks, Assign Points
* Sat: Fix up anything remaining & Add to GitLab

Finish Sat Night

1. **Movement of Soldiers (1)**

**Epic 1:** As a player I want to be able to move my faction’s soldiers between provinces, so that I can invade and defend against enemy factions

1. **Infrastructure (4)**

**Epic 1:** As a player I want to build troop production buildings, so that I can recruit soldiers

**Epic 2:** As a player I want to wealth generation buildings, so that I can adds a scalar value to the wealth of the region and reduce costs

**Epic 3:** As a player, I want to be able to build walls, so that I can further defend the province against enemy attacks.

**Epic 4:** As a player, I want to be able to build smiths, so that I can provide battle bonuses to the troops produced in the smith’s region.

**Epic 5:** As a player, I want to be able to build roads, so that I can reduce the rate at which the movement points of my faction’s soldiers are used up.

1. **Soldiers (1)**

**Epic 1:** As a player I want to be able recruit soldiers, so that I can invade and defend against enemy factions

1. **Soldier Special Abilities and Combat Statistics (1)**

**Epic 1:** As a player, I want my soldiers to have special abilities, so that I can implement attack strategies against my enemies.

1. **Wealth and Taxes (2)**

**Epic 1:** As a player, I want to tax my provinces, so that I can gain gold to spend.

**Epic 2:** As a player, I want to tax my provinces, so that I can influence the town-wealth growth

1. **Campaign Victory (2)**

**Epic 1:** As a player, I want to achieve a set of goals, so that I can win the game

1. **Basic Campaign Game Interactions (1)**

**Epic 1:** As a player, I want be able to interact with the campaign map, so that I can perform in-game actions

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

**Epic 1:** As an AI, I want to play efficiently, so that I can beat other factions including the player

1. **Basic Battle Resolver (6)**

**Epic 1:** As a player, I want a battle system, to resolve battles between factions

1. **Main Menu (1)**

**Epic 1:** As a player, I want to be presented with a main menu upon starting the game, so that I can start or load a game.