BOARD
UNITS
REINFORCEMENT DIE
COMBO LIST - COMBOS (RACE, ABILITY)

Smallworld Mechanics [Work In Progress]

GLOBAL:
Turn based
X rounds
COMBO LIST

OBJECTIVE: The player with the most points wins.

PHASES:
Attack (Place units)
Defence (Rearrange units)
Collect points (count and add to score)

NUMBERS, STORAGE OF NUMBERS, AND NUMBER MODIFIERS:

SCORE:

STRENGTH is the sum of these variables:
      Attack (Units), defence(Units and Fortifications), base field strength

BOARD:
<<Enum type>> (*forest, swamp, field, meadow, mountain, water*)

      TERRAIN (class) (All terrain objects are fields)

      type typeID (*type of terrain (forest, swamp, field, etc.*)
      *int unitID (*0 is default (none), 1 is tribals, beyond that, every race has their own
number.*)

int totalStrength (*value calculated only when changed, instead of once per potential battle.*)

int baseStrength = 2 (*every field has a base strength of 2**) **Except mountain terrain.*

(If typeID == mountain, baseStrength += 1) (make sure this is only run once)

*int unitAmount (*every unit on a field adds 1 strength*)

int debuff (*in the base game, debuff is always = -1, but it might as well be a variable value*)

int (or enumerator thing) modifier (arraylist) (*acts similar to type, but variable in location*)(*Hills, mine, and magic.*)

boolean Immunity (*Field can only be accessed by the race that triggered it*)

*depends on how units work

UNITS:

Units are a little tricky. They are really just a "variable" or "currency". They are of a type (unitID), and are all worth one STRENGTH. There is an exception, the DRAGON, but as this is an exception that only overrides strength, I (Nico) don't think it should be considered when designing units.

PLAYER (aka Hand)
playerID
int units (Race dependable, could be an arraylist?)
int score (victory points/currency)
something to contain combos (race+ability) (Two arraylists?)

RACE & ABILITY
raceOrAbility: bool
identifier: enum (race or ability name)
unitAmount : int
if (EffectRequirement()) { //(Requirement to check before effect can be activated)
        Effect(,); //(Call specific effect method with preset, or specific values)
}
add to appropriate arraylist

COMBO LIST
display first six elements in race arraylist and ability arraylist
price function?

array to keep track of bonus victory points

EFFECT REQUIREMENTS (MODIFIERS:) (Can be added on top of abilities)
      Local Region
      Adjacent Region
      Defeating enemy

EFFECTS: (If there is no modifier attached, these work on all types of fields.)
+score (when activated, x amount of points are added to the player's total score)
terrain debuff (removes 1 strength from field total (when player is attacking))
terrain buff (+) (adds 1 strength to field total)
+unit amount (In the case of amazons, skeletons and other "extra units if/when")

"Status effects": (Overrides general rules)
Immune (Field cannot be conquered whilst this is active)
Instant conquer
Replace unit (Is there any other case than replace ENEMY unit?)

FUNCTIONS THAT CAN BE SELECTED AND USED FROM GUI:

REINFORCEMENTS:
      If used, adds STRENGTH to attacking force once per turn
      DIE: (The singular form of the noun which in plural form is "dice", not the verb)
      int reinforcementNumber = (int)(6*Math.random()+1);
      if reinforcementNumber > 3, add nothing, else, attackTotal += reinforcementNumber;

FURTHER NOTES: (Things that may not belong anywhere specifically, or random exceptions)
Elves ability essentially means death penalty method is disabled, and ghouls ability means we don't push decline effects (only combo position)

What does the server need to keep track of which every client needs to know?

Rounds

Field Status
    Attack actions

Player scores

Combo stack?

?