Very vague/top tier list of necessities

Graphics not included (Justin's got it)

Team members - Christian Bravo, Justin Lawrence

Project lead - Justin Lawrence

Technical lead - Justin Lawrence

Assistant - Christian Bravo

Shaders to change province color to the nation's value as it changes side. - Justin

Dijkstra - Christian

Provinces/Territories have Nations which has a List of Provinces, neighbors, weights for movement - Justin/Christian

Armies (have nation, amounts/size) - Christian

UI to handle diplomacy, stats, etc. – Justin

The Game will load a state from either a save game or a standard start save.

if loaded from standard start, then the players first choice is to choose their nation.

nations will not be balanced as nation choice will be difficulty selection

Nation stats will be Tech level (diplomacy,Land,Navy,industry)

they will have armies that must be saved, how many troops and where, possibly what type.

nations will have stability which effects revolt risk and income.

Armies will have Morale, Attrition and Attrition delay.

Morale = will to fight;

Attrition is what % of army is lost due to environment

Attrition delay is how long a army has to wait for attrition to be applied(better land/navy tech will increase delay)

Game time will take place in ticks, each tick is a day

the game will remember what year month and day it is, not ticks.

The player will be able to adjust his economy, build units, diplomacy and order troops while the game is running and even while paused.

Nationwide has a window on the left side of the screen. provincial stuff will happen from right clicking your own provinces.

diplomacy will start when you right click on a province that is not your own.

you can :

declare war

ask for alliance

ask for defensive alliance

guarantee independence

ask for trade agreement

ask for military access

ask for peace resolution if at war(which will have to have its own special thing going on)

Battles will take place when a unit is in a province with an enemy unit. They will battle until one army has lost all its morale or has been given an order to retreat.

to capture a province you will battle a garrison force which gains a large defensive value(but is usually very small, but based on fort level).

when you hover your mouse over a non-you nation it will show your relations and agreements with them. when you hover over your own provinces it shows the provinces information.

Provinces will have Industrial level, fort level, naval fort level, and what type it is(sea,coast,land).

the player and AI will gain score from income, victory in battle, and teching.

Peace Resolution will have a War score, with points in favour of either party. you gain points for victory in battle and captured land, and the quality of the land determines land worth, if you capture all of his land you get double the war score. War score is used for asking for things in peace, from territory (which costs twice as much as it is worth), money, war reparations, and disarmerment.

you can only enter territory which you have military access to or are at war with.

WAR: wars will have a leader, the player isn't always the leader, the leader is either the declarer and the declaree, or if the declaree is guarenteed by someone with a larger army they will be the leader.

declare war: puts you to war with the target nation and allows you to battle their armies and take their land. Will basically set your nation and theirs in another mode, the receiver will automatically call their allies, which are much more likely to join than in an aggressive war. Guarenteers will have the choice to back down, but will take a stability hit.

ask for alliance: will put them in a list of people whom you can call to your aide in wars.

ask for defensive alliance: will only join in a war, in which you are attacked.

guarantee independence: allows you to make sure this nation will have it's freedom, can be revoked by using this option again at an time with a small stability impact.

ask for trade agreement: gives a relation bonus and a slight boost to income for both nations involved, declaring war on a trade partner will apply a stability impact.

ask for military access: allows you to go through their territory without declaring war.

Stability: will be a number from 0 to 100, it applies ((float)Stability/100.0f) through multiplication to all income, industry, and will inversely effect revolt risk.

Revolt risk is the % chance every month a revolt will happen to a province. The chance will be rolled every month, and if it passes it will pick a random day for that month and then revolt on that day. the revolt will have the nations unit types and will declare war on the nation, when the revolt is destroyed it will ask for revolt peace, which the AI will accept, and the human player is highly suggested to accept. if they do not accept it will simply keep asking. revolt peace will handle all the stuff to make sure the nation is put back into sleep mode. when a revolt happens it picks a random nation from it's culture that is not active or is dead, and will be put into revolt mode. Also if the province isn't of the owners culture and activate nation may revolt inside, but will be given a revolt war, which doesn't allow for using of the standing army nor the defending nation is allowed to invade the revolting nation.

when a nation loses all of it's provinces it gets set as dead, and awaits for it to revolt in the lost territory.

each nation should be aware of all of it's diplomatic relations. the AI and player will ignore dead nations in diplomacy screens, so the player won't see the dead nations, however, they will still remember their relations.