**Targets:**

Allow user to create, load and save armies

* Works fine Armies can be loaded and saved anytime

Simulate combat between two armies

* Combat works and displays well expect the priest unit is immortal
* Game crashes instead of stating winner

Have at least 3-unit types that deal different amounts of damage to other units

* Core 3 units work move, and attack as expected

Allow user to change health of units based on points

* Added Health to units and attack values that work as intended

Have a few base armies created by me for the user to fight

* Standard hero and Standard enemy have been created
* User can create new armies from the create army section

**What went well:**

Functions are broken down well to where any game mode could be implemented easily given time too script out stories instead lots of freedom is given to the user to create their own armies and battle with preexisting or created ones.

**What I wish I could have done:**

Given more time I would have like to add some special abilities such as a heal to priest and I would also have liked to be scripted out an event for users to fight or one of game modes.