

Tournament Flow Chart

Needed:

- Array of Players in the game
- Bonus Shields

This flow will be implemented in the DefaultBehavior from iTournamentBehavior

Players decide whether or not to enter the tournament

1 Player enters

Entrant wins the # of shields on the Tournament

0 Players enter

Discard Tournament card and move on

Multiple players enter

Each entrant combines ally, weapon, and amour cards with base BP to try and win

Tied players discard weapons in play (ally and amour cards stay in play)

Tied first round

One clear winner

The winner with wins the # of bonus shields plus the number of foes vanquished in the tournament

Tied Second Round

All tied players win as many shields as players who originally entered