Alejandro Ferrer-Peasley

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Risk Python

Creating a playable risk project

- Risk main class

1. Create a map of the territories and the initial placement of armies for both players and the neutral armies. This can be done using a dictionary where the keys are the territory names and the values are the number of armies present in that territory. Used the map function to randomize the territories armies and the location for each player. And to ensure that each player has 30 troops I randomize the number one players and then.
2. Create a game loop that allows players to take turns performing these actions until one player has conquered all territories and won the game. During each turn each player gets to draw a number of territories.
3. Write a function that check the winning condition and if one of the player has all the territories, the game will end.

- Players class

4. Create the Player definition
5. Write functions for the main actions of the game: attacking, defending, and moving armies
    - The attack function will take in the attacker's territory, the defender's territory and the number of dice to roll for each side. It will then use random number generation to simulate the dice rolls and determine the outcome of the battle. The defend function will be similar, but will be called when a neutral territory is attacked.

6. .Write the function that allows players to place the remaining armies.
7. Write the function that allows players to draw cards from the Risk card deck