**Disclaimer/ List of Known Bugs**

* While in the attacking screen and the number of troops on one side is 0, you have to click battle again or end battle to exit the attack mode. It doesn’t automatically take you out of the screen.
* When you attack a territory with one guy, and win the territory, your old province has no troops on it and you can enter a battle with 0 troops and win more territories. “The undead soldier bug.”
* If you have won the war and the opponent has 0 troops, you have to hit battle again to go back to the main game. If you try to hit end battle while one side has 0 troops, the game crashes.

**List of Sources**

<https://stackoverflow.com/questions/12466385/how-can-i-draw-text-using-libgdx-java>

This is the link that helped us display the text on the screen in the instruction screen, attack screen, attack scratch, dice roller scratch and the main game.

<https://www.youtube.com/watch?v=IwM-LSwZCfw>

This is a video one making a game with a tiled map