**List and Description of Scratch Programs**

1. **Attack Scratch**

* In this scratch program, we tested the basic concept of having an attacker and defender battle by having a random number selected for each, between 0 and 9 when the user clicks the battle button. The player with the higher number would win that round and the loser would have a troop subtracted from their army.

1. **Tiled Scratch**

* In this scratch program, we tested a concept of the tiled map. We decided we were going to use a tiled map to contain the data of our territories on the map. Also, the concept of adding troops to the territories. When the user clicks on the territory, a troop is added displayed by a number on the tile.

1. **Dice Roller Scratch**

* After our WIP was marked, the next steps of our program, were to make the dice rolling mechanism so our game was more true to the board game. This program is similar to the attack scratch but this time, when the battle button is clicked, three “dice” are rolled for the attacker and two “dice” are rolled for the defender. This is demonstrated by a random number between 1 and 6 for each “dice roll”. Only the two highest dice for the attackers are chosen to match with the two defender dice.