**Notes to future programmers**

If you would like to recreate our game or improve on what we already have, here are some tips to make this game better. First off make the map larger than a 3x3 and make and even number of tiles to choose from so there is no set advantage from the beginning. To make our game more visually appealing to the user instead of a boring number of screens, you could make the dice with their roll appear on the screen as textures. Also, to improve the aesthetic of the game, you could have physical pictures replacing or as well as the numbers of troops per territory. If they wanted to make the game more true to the classic board game they could experiment and try and get a similar “world map” working in the game.

**Lesson of favourite technique**

One technique we learned about in this project was the tiled map. I started by watching the videos off your website. It started me off with tiled and taught me how to make a tiled map and draw it on screen. I used that and played around with it and made a number of methods to interact with the tiled map like, “getMapLocationOnMap”, which returns the tiled map coordinates from a location on the screen. I also made methods to test if two tiles were adjacent, if all the tiles were claimed, and many others to allow me to interact with the map.