**Summarize Game and Programming Task**

The game board is composed of hexagons and will have an edge size of five or seven depending on the number of players. Games of two or three players will have a board size of five hexagons per edge, four players will have edge size of five or seven, and six players will have seven.

Each player will represent a colored team and will have three robots on their team, all of which will begin the game in the team’s respective corner. Gameplay is divided into turns and rounds; each turn will consist of up to three rounds depending on the amount of tanks in play. On the first round, each team plays their robot that has the highest speed stat. On the second round, their second fastest and on the third, the slowest robot. If a team does not have a robot to play during a round, they will be skipped. Once all rounds are complete, a new turn begins.

Plays can be any combination of movement and shooting as long as they have movement points available. Moving costs one point and will move the robot one hexagon in the specified direction. Shooting also costs one movement point and deals the robot’s damage to **all** robots occupying the target hexagon. Robots cannot fire at any hexagons outside of their respective range. Once a robot is out of movement points, their play is over and the next team’s play begins. Each robot’s movement points are replenished at the beginning of each turn. If a robot’s health reaches zero, the robot is dead and removed from play.

Robots can only see as far as many hexagons as their range stat allows. Players will only be able to see hexagons and their contents if they fall within the range of one of their robots. All other hexagons will be blacked out and any occurrences in those hexagons will not visible to the player: this is called the fog of war. Fog of war will be updated for respective teams as their robots move around the board.

Once there is only one team with robots remaining in play, the game will be over and the team declared the winner.