

Final Project Proposal  
RISK but worse

The world is a 2D array.  
0 indicates water and is colored blue.  
Solidify 2-player game version first.  
Array is visually labeled for more convenience.  
Numbers on each territory mean the number of troops on said territory.  
Color-coded for more convenience.

3 stages

Placement: Place extra troops gained proportional to number of territories owned. Any territory bonuses are applied here. Trade in cards for more troops, yay.

Attacking: Use troops to take over other territories. Simplification: If your troop count is severely larger ( $>10?$ ) than the troops in the territory you want to take over, take over said territory, subtract number of troops from your army. If we have more time, we can instate the actual attacking gameplay (using dice)

Fortifying: You may move a certain number of troops from ONE territory you occupy to another one.

End turn.

You do not have to do a certain part of a turn. You can move onto any next part if you so desire.

Map:

The map will be drawn in a grid like structure:

We can use letters and numbers to signify location. For example: 3f-4g would be new jersey

We can use different colored dots to represent who owns the land.

OVERVIEW									
A b c d e f g h									
1	.	.	.	.	.	.	.	.	person 1 # of soldiers # owns these lands
2	.	.	.	.	.	.	.	.	
3	.	.	.	.	.	.	.	.	
4	.	.	.	.	.	.	.	.	
5	.	.	.	.	.	.	.	.	

6 . . . . .