War

# Country

A country is an entity that has it’s own government and owning territory known as states or provinces. One of provinces a country must have is a capital.

# Province/State

A province is an area of land that is part of a country. This is where resources, industries and citizens stay. A country needs these to survive. Things it contains include:

* Factories:
  + Food
  + Warships
* Citizens
* Soldiers
* Farm
* Transport
* Work force
* Power grid
* Mining
* Capital

This

# Soldiers/

Soldiers

# What is victory in war?

Capturing the enemy’s capital is considered a victory during war in most cases

Why does war start?

War Management

# Armed Forces

* Armed forces are what attack and defend a province
* They are either aerial, land or sea (navy)
* The number of soldiers come from manpower provided by the country they serve
* The armed forces need resources based on their type:
  + Aerial: They need planes
  + Sea: They need ships
  + Land: They need tanks
* The armed forces need resources despite the type:
  + Food
  + Ammunition
* These resources are provided by factories: (Using the factory design pattern)
  + A factory that produces guns and ammunition
  + A factory that produces ships
  + A factory that produces planes
  + A factory that produces food (also known as a farm)
  + A factory that produces tanks
* An armed force can be in one of three states in terms of food:
  + Satisfied (they just ate) [the armed forces are well fed]
  + Very Hungry (not everyone is fed) [the armed forces are losing energy]
  + Starving (no one is fed) [the armed forces will die]
* An armed force can be in one of two states in terms of ammunition:
  + Enough ammo [the armed forces can fight]
  + Not enough [the armed forces will run out of ammo]
  + Ran out [the armed forces can’t fight]