1. Choosing a game type and players set up:

the users are prompted to chose which type of game to play: WAR or FARM.

the users are prompted to enter the number of Players to play the game.

the Players are prompted to enter their names.

the Players are asked to choose map size.

1. Game start:

A map object is created with the size given by the users (not necessarily square, could be rectangle).

Each player is assigned a name inside the game object

The first player to play is chosen in a random way.

Check if current game is war\_game

If true

check if the current player has soldiers left; if not just skip to *nextTurn()*

print (“make choice…”)

if 1:

prompt user to chose tile

check if tile *isEmpty()*

if not empty reprint prompt to check for user choice

get the tileType to set the limit of soldier that could be put in it

chose how many users to make army

make army then put the soldiers (army) in the tile

1. Update the number of soldiers left for the user

2. Update the owner and the number of units inside the tile

3. set the production type for the army

4. set how much gold is consumed nextRound() (IN THE TILE OR IN THE ARMY??)

5. set how much resources are produced for nextRound()

1. Next turn:

[(~,F,5)] [M] [D] [ ]

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