**README.md**

**Global Ideology**

A retro-styled, text-based strategy game where you compete against an AI to achieve world domination by influencing nations.

**Introduction**

Global Ideology is a single-player resource management and strategy game. As the leader of a powerful faction, your goal is to expand your influence across the globe, strategically outmaneuvering an AI opponent to gain control of countries. The game features a unique "Pip-Boy" style aesthetic, a robust upgrade system, and dynamic influence mechanics.

**Features**

* **Retro "Pip-Boy" Visuals:** The entire user interface is rendered in a green-and-black CRT monitor style, complete with scanlines, screen noise, and retro typography.
* **Dynamic Influence System:** Use your Influence Points (IP) to sway nations. The effectiveness of your influence attempts depends on the country's unique resistances to four different influence types: Military, Economic, Ideology, and Diplomatic.
* **Comprehensive Upgrade Tree:** Unlock permanent bonuses to your IP generation and influence effectiveness across six distinct branches: Ideology, Military, Economic, Diplomatic, Religion, and Terrorism.
* **Strategic AI Opponent:** A competitive AI manages its own IP and influence attempts, challenging you for control of nations.
* **The Shop:** A critical gameplay element where you can spend IP to unlock new gameplay branches (Religion and Terrorism) and a new starting country (Pinguinia).
* **Session Persistence:** The game saves your progress, including unlocked upgrade branches, using local storage.

**Gameplay**

1. **Start a New Game:** Begin by selecting a starting country from a list of three options. The AI will choose a rival nation.
2. **Generate IP:** Your IP accumulates automatically over time. You can view your current IP balance at the top of the screen.
3. **Influence Countries:** Click on any country on the world map to open the Influence Modal. Enter the amount of IP you want to invest and choose an influence type. The game calculates your influence gain based on the country's resistances.
4. **Buy Upgrades:** Access the Upgrade Modal to spend IP on tiered upgrades that improve your faction's abilities.
5. **Visit the Shop:** Purchase new upgrade branches or unlock the Pinguinia country to expand your strategic options.
6. **Achieve Domination:** Gain influence in all countries to win the game.

**Technical Stack**

* **HTML5:** Provides the structure for the game's user interface, including different screens, buttons, and modals.
* **CSS3:** Handles all styling, creating the retro "Pip-Boy" aesthetic, and manages the transitions between different game screens.
* **JavaScript:** The core logic of the game, including state management, IP generation, influence calculations, and event handling for all user interactions.

**File Structure**

/global-ideology/

├── index.html # The main game file

├── style.css # All visual styling and UI theming

└── game.js # The game's core logic and functionality