GA 3331 – Week 1 – Advanced War

# Description

You are to take the mediocre game of war, and modify it so that it actually incorporates an element of skill and strategy.

# Requirements

* You must win cards from the other player as a game mechanic.
* You lose if you have no more cards in your deck.
* **You must utilize tokens or dice in your game (the little cubes/dice you are given in class, or your own tokens if you want to use them)**

# Deliverable

* A document detailing the rules of Advanced War, and a playable demonstration of the game.
* A deck of cards