

## Tug of Civil War: A US History Game

Benjamin Lipscomb (Faculty Mentor: Brian Canada, PhD)

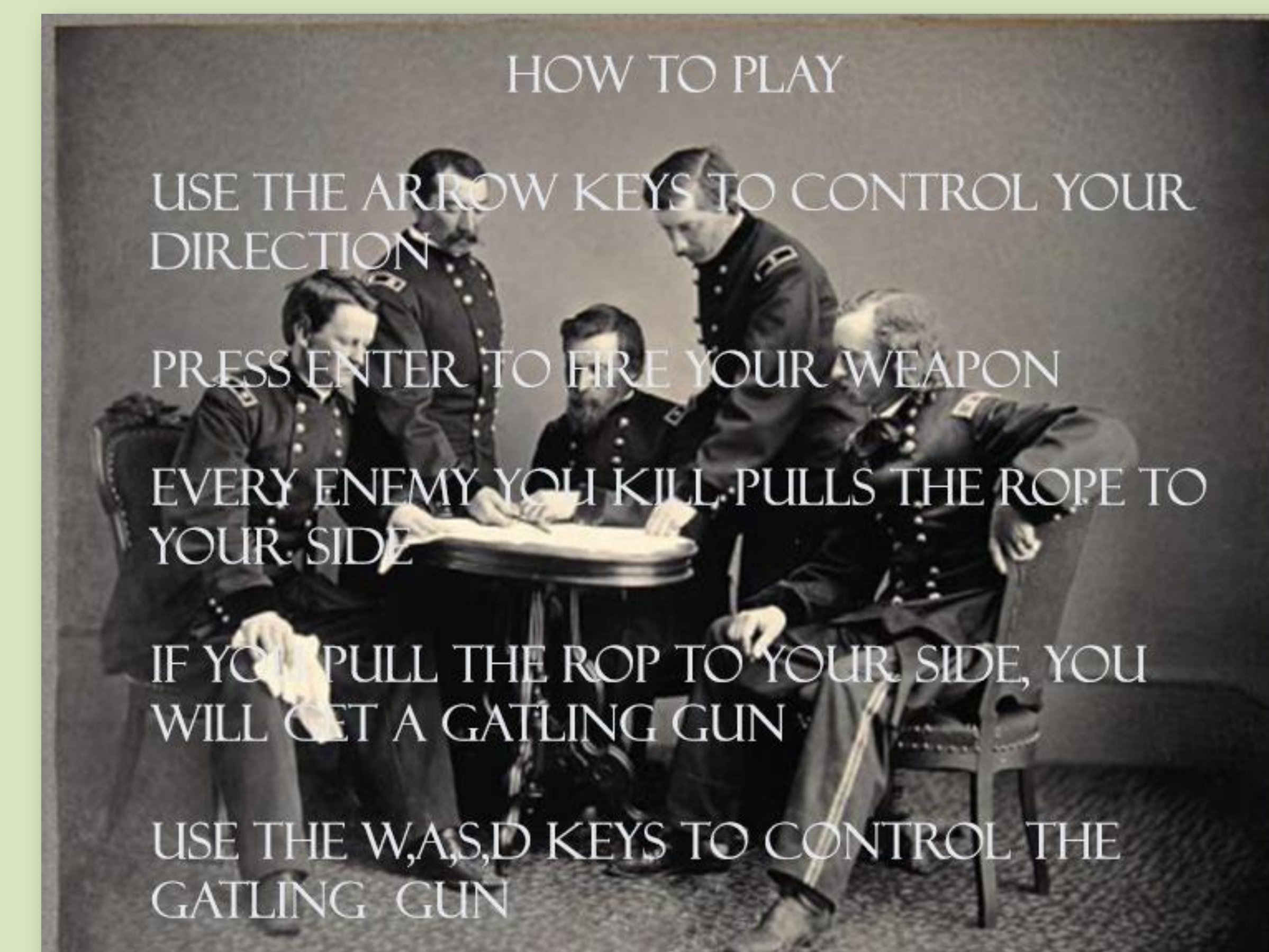
Based on BHIS112, "US History Since 1865," taught by Brent Morris, PhD  
Computational Science Program, USCB Department of Mathematics & Computational Science



*Come join the fight against the Confederate rebels. Stand fast on the front, band together to pull the rope to our side, and give The Republic a secret weapon that will propel us to victory! Hurry up, and enlist today!*



### Additional Screenshots



#### Possible next steps:

- Implement new levels based on who wins, including Naval battles, sieges, and new soldier classes
- Include authentic Civil War drum cadence and music