Project Statement

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Submitted to: Madam Rabranea Bqa Section: A

Subject: Design and Analysis of Algorithms

**Game: Risk**

**Rules of the Game**

* The game will have three phases i.e. deployment, attacking and fortifying.
* This is a turn based strategy game.
* A player cannot advance from the deployment phase without first deploying all the troops.
* Each player gets additional troop for occupying a whole continent.
* More the overall territories you occupy more the troops you get in each new phase.
* Once a player has no territories left he /she is eliminated.
* Number of initial starting units are dependent on the number of players i.e. more the players less the initial units.
* There is no concept of alliances, the game is free for all.
* Each battle is fought and unit loss is determined by a random generator i.e. the use of random function.
* The game ends only when there is only one player standing.
* The game will have minimum 2 and maximum six players.
* Player can only begin to stack their territories with troops once all the territories are occupied.
* There will be three phases to each player’s turn, once a player has moved to the next phase going back to the previous phase is not possible except in only one condition i.e. if in the attacking phase the player eliminates another player and gets his/her card and the provide the player with additional troops the game will automatically move back to the deployment phase.
* Attacking and Fortifying phase are skip able.
* Players can cross water over only certain channels and directions.