

Systems Requirements Final Implementation

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Summary :

In this implementation we will be looking to add the battle class. In the battle class we will be able to move the player's troops, attack the enemy's troops, and end the battle when all of the player's troops are dead or all of the enemy's troops are dead.

1. The Battle Class

- a. The battle class should be able to spawn a random number of enemies based on how many troops the player has.
- b. After it has spawned the enemy troops it should spawn the player's troops randomly.
- c. It should display the map with the x and y on the top and side of the map.
- d. Enemy and Player troops should not be able to be in the same space.
- e. The player should be able to choose the action that they would like to use move or attack.
- f. After the player has chosen an action they should be able to select a troop to perform that action.
- g. The player should be able to cancel the selection of their unit.
- h. After they have selected a troop they should be able to enter the location that they would like to do that action.
- i. The player's troop should only be able to do one of each actions per turn.
- j. The battle should end if all of the enemy troops are dead or all of the ally's troops are dead.
- k. The player should be able to end their turn, when the player ends their turn the troops available actions should refresh.
- l. After the player ends their turn the enemy should be perform their move and attack action.
- m. After the enemies turn the player's turn should start a new turn and repeat until the battle has ended.
- n. After the battle has ended the function should return to the main menu and display whether the player has won or lost.