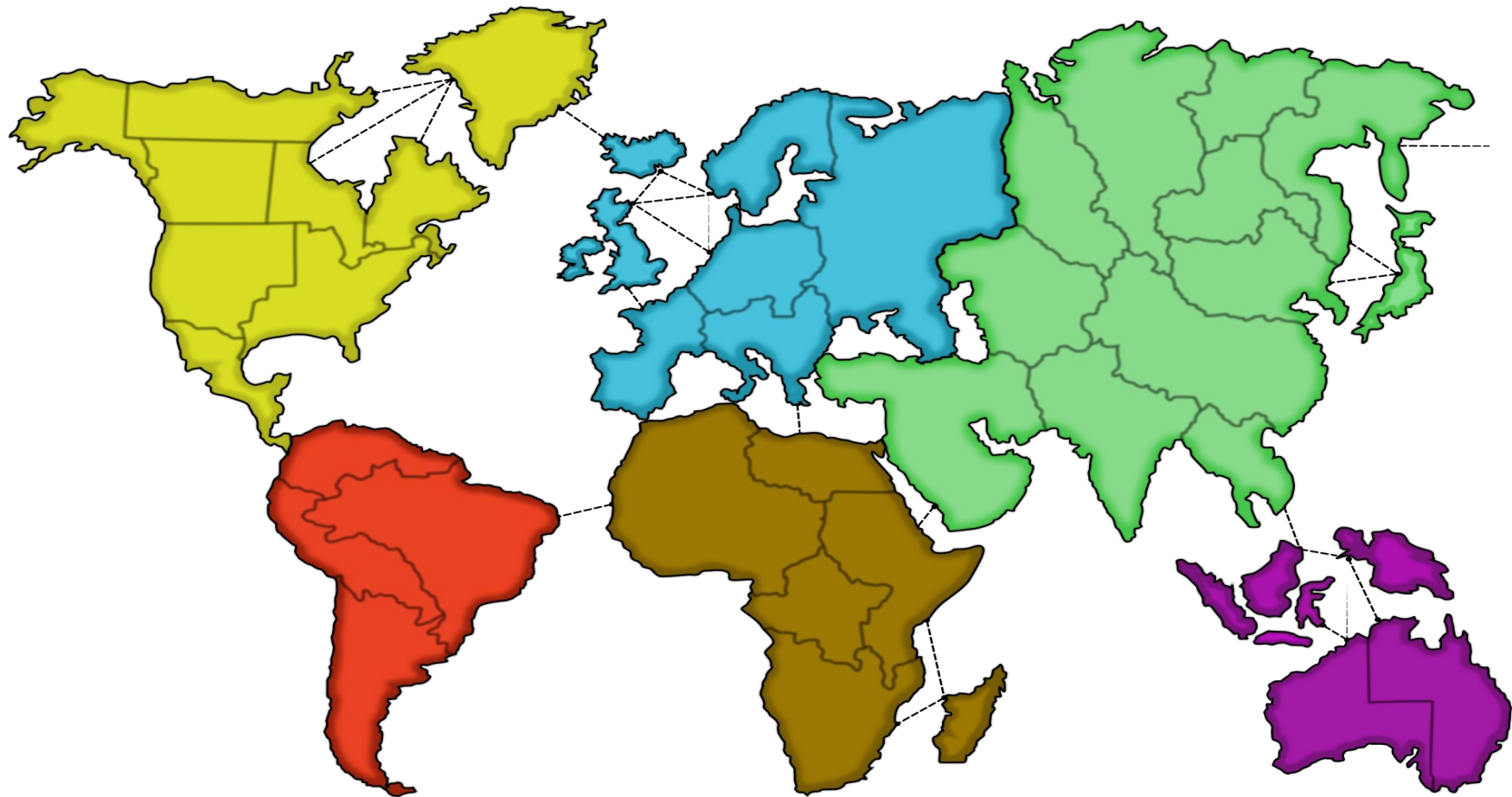
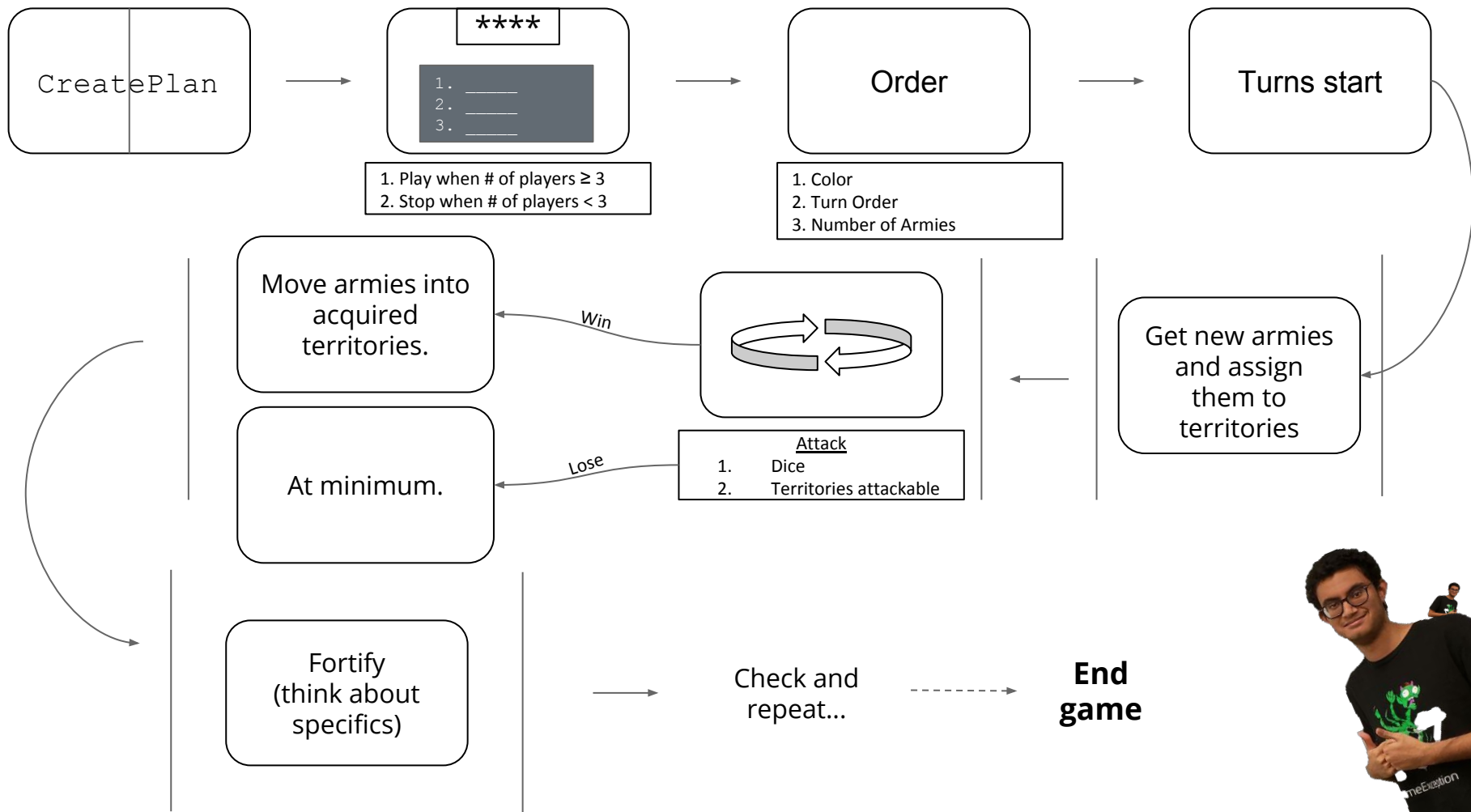




## Group 3

yeet.





Turn Number: 0 //so Rahul2's turn

Players Turn Order:

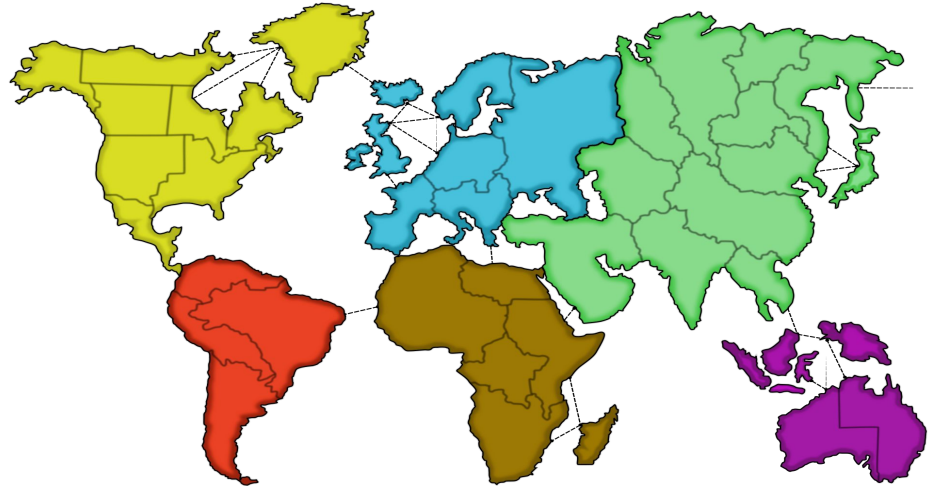
1. Rahul2
2. Rahul1
3. Rahul3

Countries:

1. Country1: 1, Rahul2
2. Country2: 3, Rahul3
3. Country3: 4, Rahul1
4. Country4
5. Country5
6. Country6: 3, Rahul1

**End Turn**

Calculate current player turn using turn number modulo number of players -> update number of placeable armies -> on click, decrement player placeable armies, increment territory armies -> on 0 placeable armies -> POST request to end turn -> turn number incremented -> repeat loop



## Attack Phase

Player chooses  
attacking and  
defending territory  
and allow attacker  
and defender to  
choose # of dice

## Attack Phase

### Functionality

- Roll 1-3 dice for the attacker and 1-2 for the defender.
- Choose the highest die from both players and compare.
- Decrement 1 army from losing player (attacker loses in the case of tie)
- Repeat for the second highest dice for both players if both players rolled more than 1 dice.

Repeat or...

## End Turn

[http://\\*\\*\\*\\*/endTurn/:gameId](http://****/endTurn/:gameId)

### Functionality

- Increment turn #

redirect to...

[http://\\*\\*\\*\\*/:gameId](http://****/:gameId)

# Game State

[http://\\*\\*\\*\\*/gameInfo/:gameId](http://****/gameInfo/:gameId)

[http://\\*\\*\\*\\*/territoryInfo/:territoryId/:gameId](http://****/territoryInfo/:territoryId/:gameId)

[http://\\*\\*\\*\\*/territoriesInfo/:gameId](http://****/territoriesInfo/:gameId)

[http://\\*\\*\\*\\*/territoryAdjacencies/:territoryId/:gameId](http://****/territoryAdjacencies/:territoryId/:gameId)

[http://\\*\\*\\*\\*/playerInfo/:playerOrder/:gameId](http://****/playerInfo/:playerOrder/:gameId)

[http://\\*\\*\\*\\*/playersInfo/:gameId](http://****/playersInfo/:gameId)

# Game Functionality

- [http://\\*\\*\\*/addArmiesToTerritory/:amount/:territoryId/:gameId](http://***/addArmiesToTerritory/:amount/:territoryId/:gameId)
  - Add armies to territory
- [http://\\*\\*\\*/simulateDiceRolls/:dice1/:dice2/:sourceId/:targetId/:gameId](http://***/simulateDiceRolls/:dice1/:dice2/:sourceId/:targetId/:gameId)

- Disable elements  
when they should be  
disabled
-



# New Turn

**Turn #  
Changes**



## Immediate

- Find who new player is
- Reward armies
- Go into assigning state

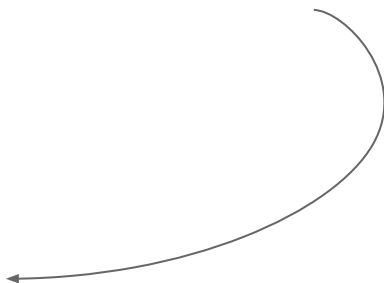
[http://\\*\\*\\*\\*/addArmiesToTerritory/:amount/:territoryId/:gameId](http://****/addArmiesToTerritory/:amount/:territoryId/:gameId)



## Assigning

**Remaining armies: 4**

Click on territory to add to it!



**End Turn**



**Fortify  
Phase**



**Attack  
Phase**



# Territory Class

var armies: Int

var owner: Player

var adjacents: List[Territory]

```
def startPlay()
```

```
    If game isn't won
```

- Iterate through player list and calculate new armies per player turn
- Increment turn counter for each player turn