Milestone 0 : Charter
Occupy Cornell

Members:
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Regular Status Meeting:
Tuesdays - 5PM (Duffield Atrium)
Thursdays - 5PM (Duffield Atrium)
Sundays - 1PM (Olin Hall)

Core Idea:
We are going to implement a game similar to Risk. The goal of this game is to conquer the entire Cornell map. This game revolves around the idea of strengthening your TArmy (TA Army) and conquering opponents territories with having strategy revolving around 3 main points:
1. Conquer whole quads/other territories - you will earn more TAs this way.
2. Watch your enemies - If they are building up forces on adjacent territories or quads, they may be planning an attack.
3. Fortify borders by adding armies adjacent to enemy territories for better defense in case a neighbor decides to attack you.

Key Features:
1. Visual Interface - map of Cornell -> Engineering Quad, AG Quad , Arts Quad, North Campus, West Campus, Ho Plaza = continents; select buildings = territories
2. Game Setup - master engine which uses Attacking, Fortifying, and Distributing to enact game play and initialize game
3. Attacking - Die rolling, taking territories or losing TAs
4. Getting new TAs - Adding TAs to territories
5. Fortifying - TArmy movement

Narrative Description:
Rules to implement: http://www.hasbro.com/common/instruct/risk.pdf
● Modifying army types - only one standard type of TArmy (TAs) - we have chosen to do this because instead of having different types of armies (10 infantries = 2 cavalry = 1 artillery), we are just going to label the territory with the number of armies
● No mission cards - this is not a part of the standard RISK game
● Implement risk cards depending on time constraints - This game is highly nuanced, and we plan on focusing on the basics before implementing additional features.

Setting up the game:

       Our game is played by 4 players, whether it be 4 people or a combination of AI and people. Each player initially gets 30 TAs. Each player then gets assigned a random number between 1 and 6, and the player with the highest number can claim any territory on the map by moving one infantry to that territory. Then the players go in order, to each claim territories and this is done until all territories are claimed. Next, each player distributes their remaining soldiers to their respective territories. There is no limit on how many soldiers can be placed on a single territory.

Playing the game:

When playing the game each turn consists of three parts.

1. Getting and placing new TAs;
2. Attacking, if you choose to, by rolling the dice;
3. Fortifying your position.

When getting and placing new TAs, each player divides their total number of territories by 3, ignoring any remainder, and adds those many TAs to whichever of their own territories they please. Each player gets a minimum of 3 TAs, regardless of number of territories.