* Can a player generate a new territory
* Check that territories are only there once
* What module checks to see if the game is over
* Define data structures for game state
* New module for AI
* Can\_attack -> maybe not in territory, try in map
* Redeem -> maybe not in deck
* Decentralized design -> go over it
* Deck and territory should not be connected
* A module to create territories to create map and cards
* A new module for game engine
* A new module for graphics
* AI should parallel any input from the front end (user)
* Look into AI desgins -> decisions trees or state machines
* Top down