

BEGINNING TURN STEPS:

1. Troop production
2. Building production

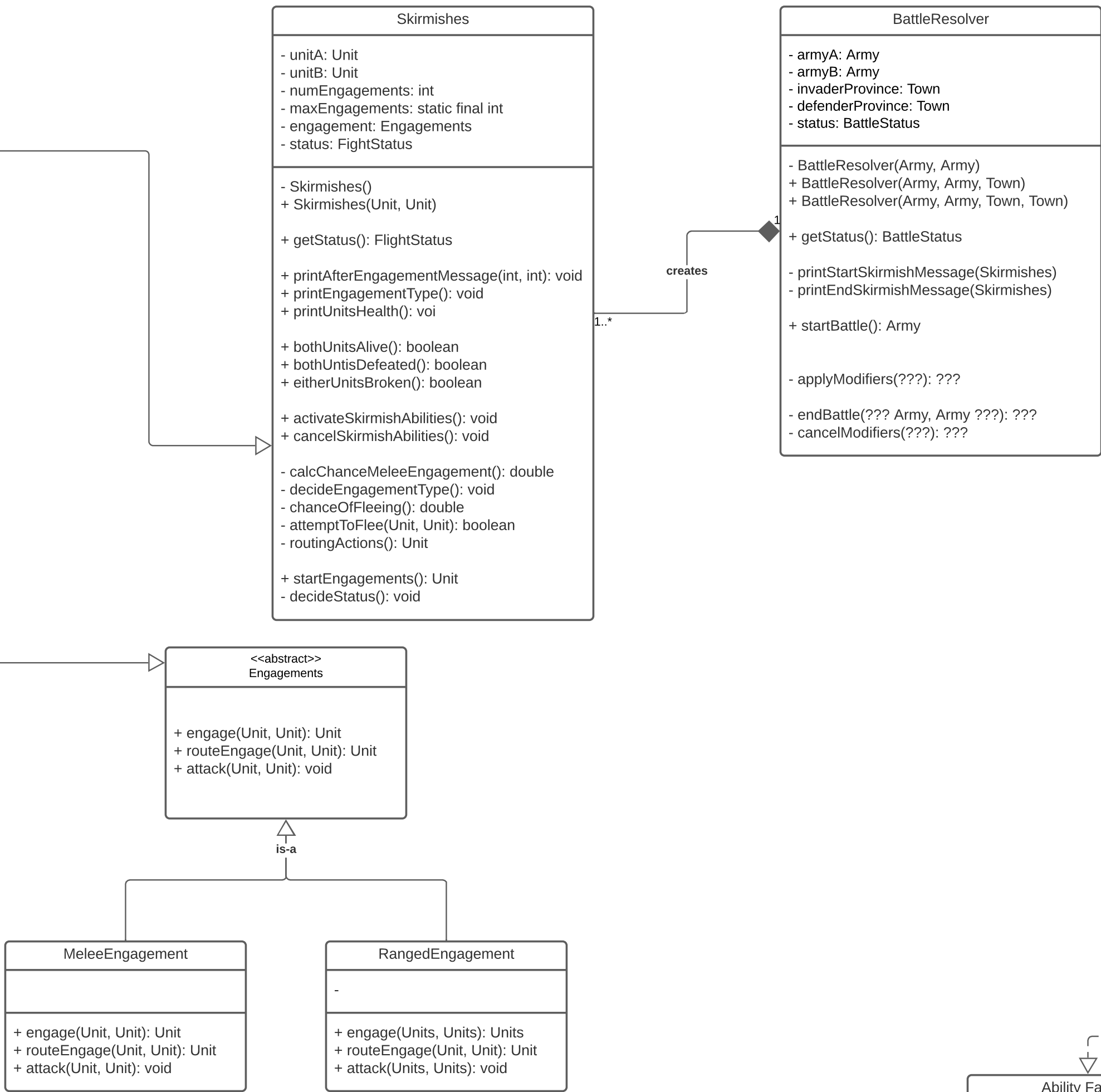
END TURN STEPS:

1. Collect taxes
2. Adjust the wealth growth rate
3. Adjust the actual wealth
4. Check for Campaign Victory

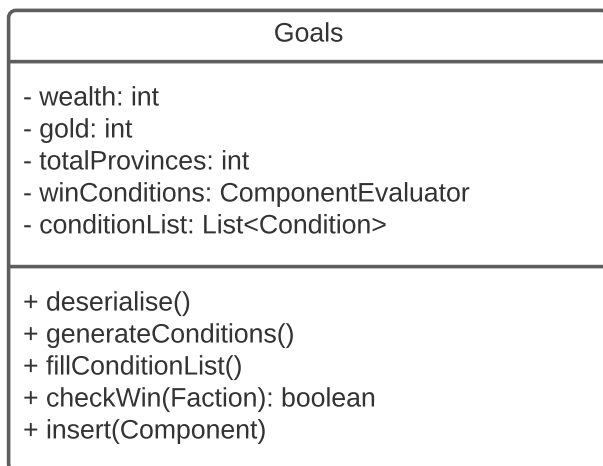
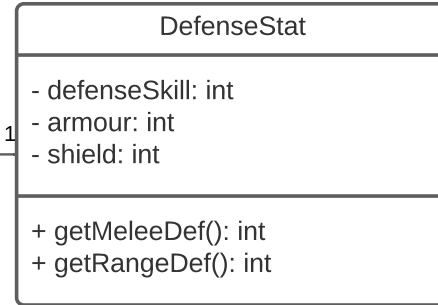
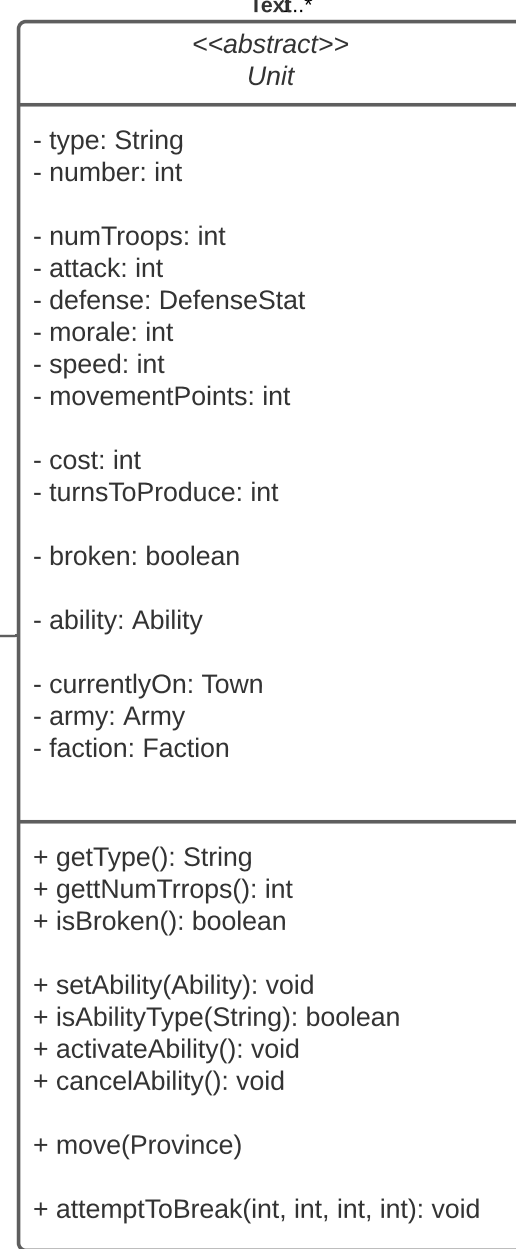
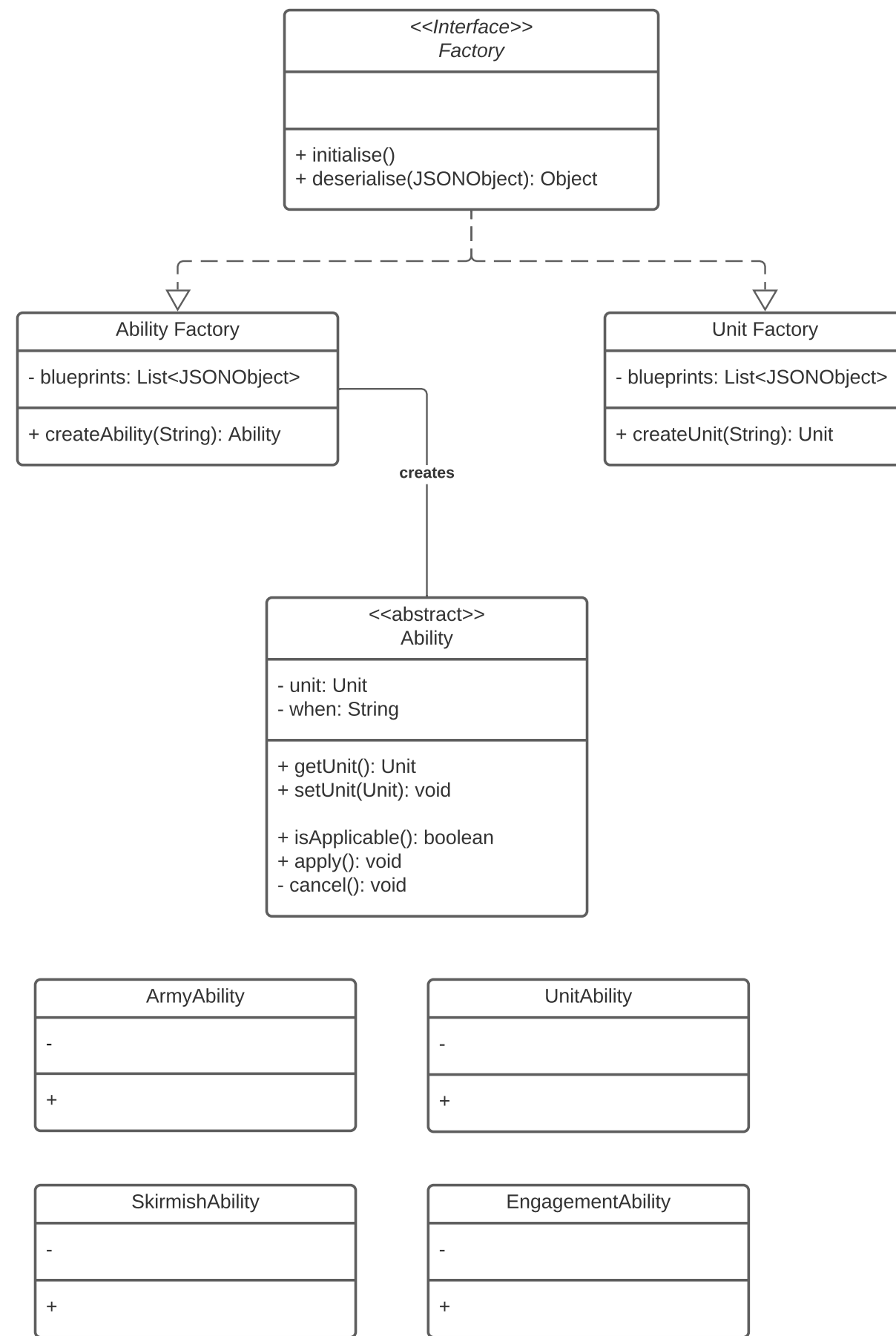
Low = 1 point  
Med = 2 point  
High = 3 point

High:  
- Battle Resolve  
- AI  
Low:  
- Factions  
- Soldiers  
Med:  
- Buildings  
- Modifiers

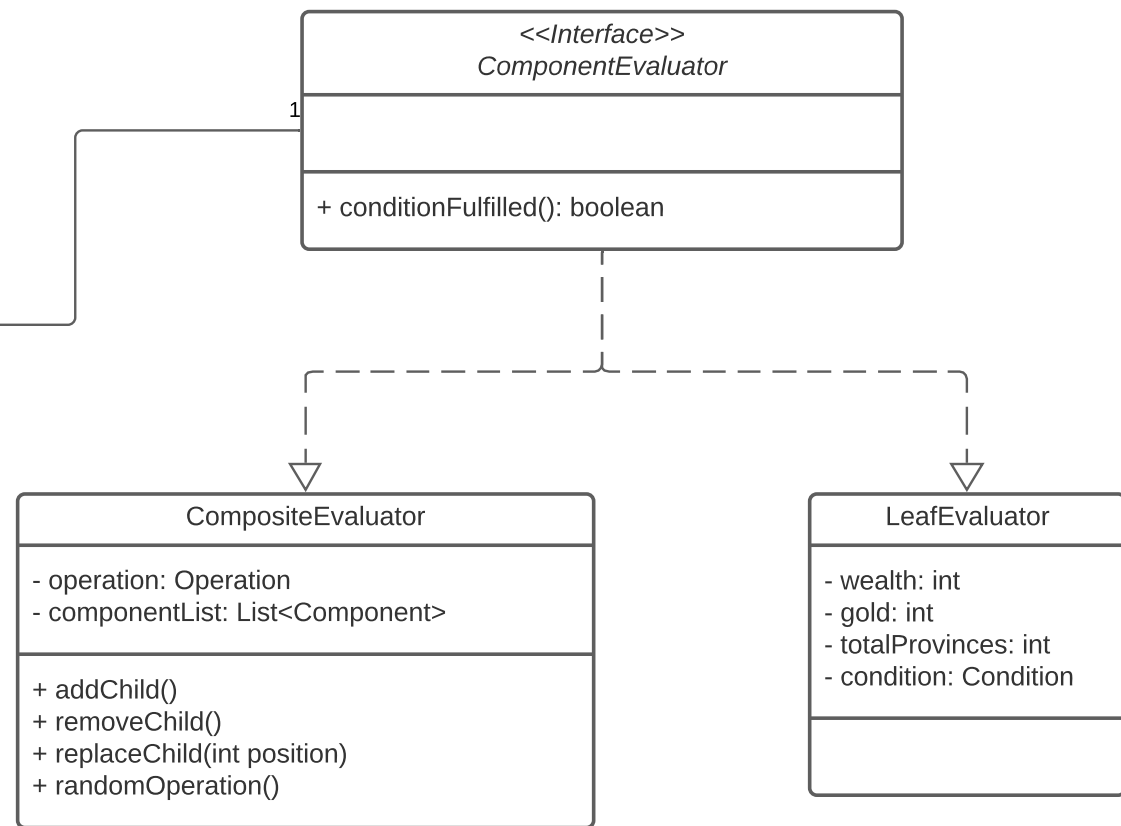
## Strategy Pattern



## FACTORY PATTERN

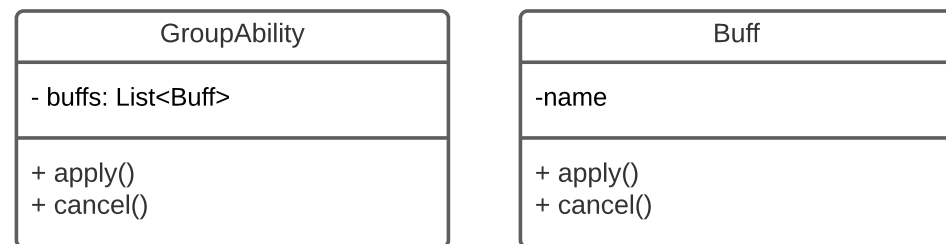


## COMPOSITE PATTERN



These Abilities will produce a BUFF for units within a set parameter (i.e. town, army)  
So druid skill, legionary eagle

## Mini inventory



i.e. DruidBuff. These will somehow need to be linked with the select groupability, Druid Ability.