Notes:
1. Players own the land. When
2. The winning condition is one side lose (ie. one has no cash and all buildings are destroyed.)
3. Soldiers can only increase by certain type of building, thus it's difficult to start wars.
4. Events to be added.

MISTAKES MAY EXIST!!! PLEASE LET ME KNOW.

These rules are just my thought. Anything can be changed, as long as things are kept simple.

Start

Player roll dice, get dice number

Player moves to position according to dice

Land or Event Spot?

— Land —

— Event Spot —

Events

Owns land or not?

— Yes —

— No —

Any building on it?

— Yes —

— No —

Player class: get benefit

Update building?

— Yes —

— No —

Input soldier #

Player class: update money, soldier.
Building class: update level, soldier,

Buy building?

— Yes —

— No —

Input: building type, soldier#

Player: update money, soldier
Building: create
Map : update building

Owned by the other?

— Yes —

— No —

Assign land to player: update land
Map: update owner

Pay or Start war?

— Pay —

— War —

Player class: update both player's money

Attack: update soldier
//auto deduct #
Defender: update soldier
//should defender loose all soldier?
Defender building: destroy
Map: update building, owner

Compare resource
Decide if one side lose

One side lose?

— Yes —

— No —

End

Next player