*The system creates a new database when run for the first time, or if the database can no longer be found.*

The system must be able to identify if a database is present.

If the database cannot be located, a new database must be created correct to the database designed.

*The player must be able to create or login with an account on start-up of the system.*

First the player is prompted that they will need to create or login to access the system.

After this, the player is able to click one of two buttons to then enter details of an existing account or a new account.

If there are more than 20 accounts currently within the system, the player is asked would they like the system to delete accounts and their save states that have not been accessed for more than 6 months.

If it is a new account and there is less than 20 accounts, the database stores this information for future use in order to track a player’s progress so that they can continue where they left off in a previous start-up.

If it is an existing account, the details entered must be equal to the current Account ID as well as the Password before they are able to enter the system.

*Before deleting an account, the player must be forced to delete all of their save states first to proceed, ensuring referential integrity.*

If any save states linked to their account ID are present in the database, the player is prompted that they must first delete these save states before they can deactivate their account

If the account doesn’t have any save states linked to their account ID they should be able to remove their account details from the database.

*The player has the ability to setup a new game.*

After the player is assigned to an account ID, they are able to press a button in order to link them to a form which creates the game.

The player should be able to choose which faction they want to play as, the map size and how many turns would they like the game to last for.

When the player has finished customizing the settings to their liking they are able to press a button which saves the new game to their chosen save state (1, 2, or 3) and loads them into that game.

If the chosen save state is invalid, the user is asked repeatedly until they choose 1, 2 or 3.

If the chosen save state already contains information, the user is warned that if they continue that they will wipe an existing save state.

*The player has the ability to load an existing game.*

*At the end of each turn, the system automatically saves the game to the correct save state.*

Information about the game will be regularly updated to a save state which exists inside of the database.

*On the first turn of a game, the player is prompted ask to whether they would like to complete the tutorial or not before playing the new game if they have not yet checked the Expert box.*

If they click yes, the game is saved and the player is redirected to a setup tutorial level where the basics are explained.

If they click no, the game continues.

If they check the expert box, the player should no longer be prompted ask to whether they would like to play the tutorial in future game creations

*Prevention of Faction Collision upon Game Creation*

*Correct Faction Selection for Terrain Generation (i.e. 1,2,4,6 not 1,2,3,4)*

Generate (random) list of factions to place with player chosen faction at top for priority

Use (repeat…until) or (while) as for loop is I from 1 to 4 whereas a (dynamic? Array is of a different length for each different map i.e. MaxNumberOfFactions) array is needed for values like (6,4,2,3,5) so repeat until list.end/while not (list.end)

*Squad Creation*

If the player has enough resources (food,gold and happiness) they can create a squad on their tile, which is able to move between tiles (1 tile per turn) and perform actions that have been given e.g. attack tilex1y2

*Settlement Advancement*

When the player has enough resources to upgrade to a new paradigm the program should prompt the user if they would like to do so, and they also have the ability to see how much this will cost and choose whether they would like to or not.

*Tile Selection To Display Information*

When a tile is clicked, display information about tile and what is on the tile (if a squad is present maybe new group box?)

*Turn Mechanic*

Start off simple with end turn just increasing tile’s food, gold and happiness per turn when end turn and save map when turn is ended and when form is closed.

*Load Game*

Through use of the tile table (e.g. select \* from tile where AccountID=AccountID and SaveID=SaveID

*Automatic SaveID in FmCreateNewGame*

Should automatically change to 1, 2 or 3 if a save file is currently occupied

*Ability to Delete Saves (Referential Integrity Problems)*

User can delete save files without deleting the whole database, meaning that each tile and squad needs to be deleted first before the save file can be removed.

Extension:

~~Remove redundant ‘go to login’ button on FmCreateNewAccount~~

Get a better logo/name

Get a decent background picture instead of light blue

**Custom Game** - Maybe make a new way to create a game with custom user parameters so that they can specify map length, each individual tile terrain, how many factions and what specific factions