Game loop{

Round loop{

Turn loop{

Move character

Attack

Use special ability

}

}

}

The turn loop should display the players options in the “game console”

The player should be able to click on a character tile and have options displayed

If the player clicks a character tile and then an open tile it should ask to confirm the move.

If the move is confirmed update the grid.

If the player clicks a character tile and an then an enemy tile, they will be asked to confirm attack.

If the enemy tile is not in range display a message.

If the character tile is clicked it should display a message to use the special ability.

There should be an option to end turn without doing anything for each character owned.

Pseudo code for turn loop:

Function(player1, player2){

Var isOver = false;

Var charTotal;

If(player1.turn == 1){

charTotal = player.characters.length;

if(player.character.clicked){

display action options

if(character.move){

charTotal -= 1;

updateGrid();

}

}

}

}