

This checklist covers the points that need to be included in milestone 3. Each displayed item has subpoints (that will not be explicitly mentioned), that you need to cover according to the game and milestone descriptions.

Category	View	Item
Starting Game		Entering player name
		Starting the game
		Showing World map
		The game window should start normally (not minimized or needs resizing) once the game starts.
		The game should run smoothly throughout the whole gameplay. Any action done by the player should have its results immediately reflected on the game window without the need of any further action
		For gameplay feasibility, the player should start with 5000 gold and the max turn count should be 50
The player should be able to know during any moment of game play		Player's name.
		Turn Count
		Gold and Food
Visuals	World Map View	A representation for all the available cities in the game (with any graphical component/element) that contains at least its name.
		A representation for the idle armies the player controls
		A representation for the marching or besieging armies the player controls (the armies that are not stationary in a city the player control).
		This info is the unit's type (archer, infantry or cavalry), the level of the unit, the current soldier count and max soldier count of the unit
		For marching armies, the player should be able to check the targeted city of the army and how many turns left till the army reaches the city.
		For besieging armies, the player should be able to know which city is this army besieging and for how many turns the city was under siege.
	City View	This view should be displayed when the player wants to know any information about any city he controls
		A player cannot enter or view the details of a city he does not control yet.
		A representation for each building in the city
		For each building, the player should be able to know the type and the level of the building.
		There should be a way that the player can upgrade the building with
		the cost of the upgrade should be displayed
		For the military buildings, there should be a way for the player to recruit the corresponding unit from that building
		The recruitment cost should also be displayed
		A representation for the current defending army of the city
		For each unit, the player should be able to check the type, level, current soldier count and max soldier count of it.
	Battle View	A representation of the armies the player control currently stationed in the city (if any). The information of the army should be shown.
		A representation for each unit in the player's army and the defending army. The relevant information should be displayed for each unit
		A log that describes the flow of the battle.
		This view should be available once a battle starts and does not dispose until the battle ends.
		whenever a unit belonging to the player's army attacks an enemy unit or vice versa, the attack action should be logged stating how much soldiers the attacked unit has lost
Game Flow		The player should be to initiate an army with a specific unit.
		The player should be able to relocate a unit to a specific army.
		The player should be able to make an army target another city.
		After the third turn a city is under siege and the player did not battle its defending army, he should be prompted to make his decision (either attack the defending army or auto resolve it).
		For any city the player besiege, he should always have the option to either enter the battle himself or auto resolve it. In case the player chooses to auto resolve the battle, the result of the battle should be announced to him (for example, your army won the battle or you lost the battle).
		The Game should never be stopped until it ends.
	Game Over	Once the game ends, the player should be told whether he won or lost the game.
		The player should not be able to interact with the game once it is over and the result is announced.
		Handling Exceptions
		Game Smoothness

[illegible]