Programment of the control of the co	ategory View		4						
Management Man	ategory View	that you need to cover according to the game and milestone descriptions.							
Management Man		Entering player name	4						
The processing of the process of the			1						
The price of the control of the cont		Showing World map							
The part of the part of the control		The game window should start normally (not minimized or needs							
Section 1.		The game should run smoothly throughout the whole gamenlay Any	1						
For processing the process of the pr		action done by the player should have its results immediately reflected on							
The process of the pr		the game window without the need of any further action	+						
The content of the		max turn count should be 50							
The content of the									
Consequence of the consequence o		Player's name.							
Contraction of the Contraction o		Turn Count	1						
Exercises to the control of the cont		Gold and Food	1						
Advanced by the rest of the company and a first rest rest of the company and a first rest rest of the company and a first rest rest rest rest rest rest rest r		A representation for all the available cities in the game (with any graphical							
Section of the control of the contro			+						
Part of the Control o		A representation for the late armies the player controls	1						
Part of the Control o		A representation for the marching or besigning armies the player controls							
Household the first style products actively real policy active and real real active design of the common of the co		(the armies that are not stationary in a city the player control).							
Household the first style products actively real policy active and real real active design of the common of the co									
Per many pages to the price of	World Map	This info is the unife type (grober infector or equals) the last 15th 17th							
Per many pages to the price of		the current solider count and max soldier count of the unit,							
delings of the control of the contro			+ + + + + + + + + + + + + + + + + + + +						
delings of the control of the contro		For marching armies, the player should be able to check the targeted city							
The two reduction of the property of the prope		of the army and how many turns left till the army reaches the city.							
The two reduction of the property of the prope		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							
Accordance and the process of the pr		This view should be displayed when the player wants to know any	1						
Accordance to the second part of pages and the second pages are and the second pages and the second pages and the second pages and the second pages are and the second pages and the second pages and the second pages and the second pages are and the second pages		information about any city he controls	1						
For set handline year designed and be about the page of the public plants of the public plant		A player cannot enter or view the details of a city he does not control yet.	+ + + + + + + + + + + + + + + + + + + +						
The county of the property of deposit for building and Ber count of the approach deposit for building and Ber count of the approach deposit for deployed Control to the street publishing, free through a street publishing and the mine and street publishing and street publi		For each building, the player should be able to know the type and the	+ + + + + + + + + + + + + + + + + + + +						
The best about the control file supposes should be daughed to record the supposes through the specific control file states the suppose of the specific control file states the specific control file states the suppose of the specific control file states the suppose of the specific control file states the specific control file states the specific control file states		level of the building.							
The best about the control file supposes should be daughed to record the supposes through the specific control file states the suppose of the specific control file states the specific control file states the suppose of the specific control file states the suppose of the specific control file states the specific control file states the specific control file states		There should be a way that the player can upgrade the building with							
For the military sublidings, three should be a reg for the player to record The street includings and the street includings and office of the street includings and office office of the street includings and office of the street including and office of the s			+						
For the military sublidings, three should be a reg for the player to record The street includings and the street includings and office of the street includings and office office of the street includings and office of the street including and office of the s	ials								
The residency backetor, some should be a way for the glaper of model. The reconstruct cut at road part of the glaper of the gla	City Vie	the cost of the upgrade should be displayed							
The convergence of your first form control definition of the control of the contr									
The convergence of your first form control definition of the control of the contr		For the military buildings, there should be a way for the player to recruit	1						
Appropriation to the common discharge aims of the color of the control of the second control and service described on the service the system of the service that service that service the service that service that service the service that service the service that service the service that s		the corresponding unit from that building	+						
For cannot use. The player decided be detected the good better control. An experienced and the second to the good better control. Selected in the control of the good better control. Selected in the control of the good better control of the good better control. Selected in the control of the good better control of th		A representation for the current defending army of the city	+						
Accordance of the same that program control commonly solutioned in the copy of any process that the copy of any process the follow of the displayer of south until any south of displayer of south until any south of displayer of south until any south of the south of		For each unit, the player should be able to check the type, level, current	1						
An procession for each suit to the player's army of the decidency of each use. As the decidence for the control and office of the state. As the decidence for the control and office of the state of t		soldier count and max soldier count of it.							
An procession for each suit to the player's army of the decidency of each use. As the decidence for the control and office of the state. As the decidence for the control and office of the state of t		A representation of the armies the player control currently stationed in the	1						
any The distoret information and code for displayed or part unit. A lay that disconsists for facilities on the code for a surface and does not dispose unit. This was should be available once a buttle starts and does not dispose unit to be available. The proper and biologing to the pipper's army attacks an eventy of or the attack of all the lay of the starts of a start									
As og part describes he flavor of he balle. This view routh to a malbile core a ballet stats and does not dispose until the ballet ends. The player abund the players army allacks are reverse until selecting to the players army allacks are reverse until selecting to the players army allacks are reverse until selecting the players army allacks are reverse until a selection described for these loss. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection because a until to a specific semily. The player abund the selection of the selection because the semilar of the selection of the selection because the semilar of the selection of the sel		A representation for each unit in the player's army and the defending							
The view should be validated once a battle starts and does not dispose under the better ends. **The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army with a specific unit. The player should be to indicate an army signed army. The player should be to indicate an army signed army. The player should be to indicate an army signed army. The player should be to indicate an army signed army. The player should be to indicate an army signed army. The player should be to indicate an army signed army or also resolve of the case the should show an army signed army or also resolve as a signed army. The player should be to indicate the definitional army or as also state the state t			1						
Will the battle code. We will the battle code. Whether a not belonging to the gisper's army allows an others until to vice versus. Be ablest adder should be logged stating how much colders the attacked until has lost. The player should be be 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 relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should rever be stopped until errors. Once the given entity, you army won the battle or you lost the game. The player should not be able to micrat with the game once its own and the result is amounted.			_						
Whereover a unit belonging to the player's amy attacks an energy unit or vice verse, the stacks action should be lagged satisfy from much soldies from attacked and the lagged satisfy from much soldies. The player about do a site to initiate an army with a specific unit. The player about do a site to initiate an army with a specific unit. The player about do a site to initiate an army with a specific unit. The player about do a site to initiate an army with a specific unit. The player about do a site to initiate an army with a specific unit. After the first dum a city is under sitege and the player downer or by a should be prompted to make his decision. For any city the player should not player downer on the player downer to be one of the player should not receive the table first result of the battle or you lost the state of you lost the battle or you lost the battle or you lost the battle or you lost. The player should not not as allo a lost more the battle or you lost. The player should not not as allo a lost more than the state or you lost. The player should not not as allo a lost more than the state or you lost. The player should not be able to more than the state or you lost. The player should not be able to play the state or you lost. The player should not be able to play the state or you lost. The player should not be able to play the state or you lost. The player should not be able to play the state or you lost. The player should not be able to play the state or you lost. The player should not be able to play the state or you lost. The player should not be able to play the state of you lost. The player should not be able to play the state of you lost. The player should not be able to play the state of you lost. The player should not be able to play the player should be the state or you lost. The player should not be able to play the player should not be able to you lost. The player should not be able to you lost. The player should not be able to you lost. The player should not be		I his view should be available once a battle starts and does not dispose until the battle ends.							
whenever a unit balloriging to the player's amony attacks an enemy vall of the standed unit has lost. The player should be to initiate an army with a specific unit. The player should be to initiate an army with a specific unit. The player should be the forticome a unit to a specific enemy. The player should be able to make an army to a specific enemy. The player should be able to make an army to a specific enemy. The player should be prompted to make his forticome is unit to defending army, he should be prompted to make his forticome is unit to defending army he should be prompted to make his forticome is unit to defending army he should be prompted to make his forticome is unit to defending army he should be prompted to make his forticome is unit to defending army he should be prompted to make his forticome is an advanced by the player beautiful to the defending army or and needed only. For any cly the player beautiful to early the player beautiful to be all the defending army or and needed is deal of the should be all the should be	Dawle V6								
The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to make an army target another ofly. Also the first furn a roll, is under siege and the alleyer of not battler is controlled and the decision (either attack the defending army or paul or receive it is decision (either attack the defending army or auto receive it.) For any cyte player belayer, belayer the eight of the player of the player of the player and the receil to announced to the platfol. The player should not be able to interact with the game once it is over and the receil to announced. Hearding Exceptors	Dattie Vi								
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 relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. After the third burns a city a under elege and the glayer did not battle life the third burns a city a under elege and the glayer did not battle (either attack the defending army or auto received in. Line asker player of the city of the player besteps, he should always have the option to either either the battle himself or abus received in. Line asker player choices to auto receive in. Line asker player of the state should be amounted to thin (for example and the view of the state of the battle or you for the first player the state of the battle or you for the player of the player of the player of the player should be build whether he won or to the player should not be able to interact with the game. The player should not be able to interact with the game once it is over and the result is amounced.		whenever a unit belonging to the player's army attacks an enemy unit or							
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 relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. The player should be able to relocate a unit to a specific army. After the third burns a city a under elege and the glayer did not battle life the third burns a city a under elege and the glayer did not battle (either attack the defending army or auto received in. Line asker player of the city of the player besteps, he should always have the option to either either the battle himself or abus received in. Line asker player choices to auto receive in. Line asker player of the state should be amounted to thin (for example and the view of the state of the battle or you for the first player the state of the battle or you for the player of the player of the player of the player should be build whether he won or to the player should not be able to interact with the game. The player should not be able to interact with the game once it is over and the result is amounced.		vice versa, the attack action should be logged stating how much soldiers the attacked unit has lost							
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 audit ensolve til). For any city the player besiege, he afrouted always have the cyflorion of chooses to autor 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 he stopped until it ends. Once the game ends, the player should not be able to interact with the game once it is over and the result is announced. Handling Exceptions									
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 audit ensolve til). For any city the player besiege, he afrouted always have the cyflorion of chooses to autor 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 he stopped until it ends. Once the game ends, the player should not be able to interact with the game once it is over and the result is announced. Handling Exceptions									
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 audit ensolve til). For any city the player besiege, he afrouted always have the cyflorion of chooses to autor 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 he stopped until it ends. Once the game ends, the player should not be able to interact with the game once it is over and the result is announced. Handling Exceptions									
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 abut resolve tit). For any cry the player besiege, he should always have the option to chooses to auto resolve this choices to auto resolve the battle, the result of the battle should be announced to him (for example, your army won the battle or you tost the battle.) The Game should never be altoped until it ends. Once the game ends, the player should not be able to interact with the game once it is over and the result is announced. The player should not be able to interact with the game once it is over and the result is announced.									
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 hisself or auto resolve the battle; the result of the battle should be announced to him (or example, your army one the battle or you but the battle). The Game Fourt The player should never be stopped until it ends. 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.		The player should be to initiate an army with a specific unit.							
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 hisself or auto resolve the battle; the result of the battle should be announced to him (or example, your army one the battle or you but the battle). The Game Fourt The player should never be stopped until it ends. 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.									
After the third turn a city is under siege and the player did not battle its detending army, he should be prompted to make his decision (either attack the defending army or auto resolve its.) For any city the player besiege, he should always have the option to chooses to auto resolve the battle, he result of the battle should be amounced to him (for example, your ammy won the battle or you lost the battle). The Game should never be stopped until it ends. 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			1						
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, he result of the battle should be arrounced to him (for example, your army won the battle or you lost the battle). The Game should never be stopped until it ends. 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		I ne player should be able to make an army target another city.	+ + + + + + + + + + + + + + + + + + + +						
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 hamself or auto resolve it in case the player chooses to auto resolve the battle, he result of the battle should be arrounced to him (or example, your army won the battle or you lost the battle). The Game should never be stopped until it ends. 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			1						
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 hamself or auto resolve it in case the player chooses to auto resolve the battle, he result of the battle should be arrounced to him (or example, your army won the battle or you lost the battle). The Game should never be stopped until it ends. 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									
For any city the player besides, he should always have the option to either enter the battle himself or and 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). The Game should never be stopped until it ends. Once the game ends, the player should be lold whether he won or lost the game. The player should not be able to interact with the game once it is Handling Exceptions Handling Exceptions		After the third turn a city is under siege and the player did not battle							
chooses to auto resolve the battle, the result of the battle should be announced to him (for example, you army won the battle or you lost the battle). The Game should never be stopped until it ends. Once the game ends, the player should be lid 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		its defending army, he should be prompted to make his decision							
announced to him (for example, your army won the battle or you lost the battle). The Game should never be stopped until it ends. 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		its defending army, he should be prompted to make his decision (either attack the defending army or auto resolve it).							
the battlel). The Game should never be stopped until it ends. 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		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							
The Game should never be stopped until it ends. 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 The player should not be able to interact with the game once it is over and the result is announced.		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. He result of the battle should be							
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		its defending army, he should be prompted to make his decision (either attack the defending army or auto resolve nit). 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 ammy won the battle or you lost							
Game Over The player should not be able to interact with the game once it is over and the result is announced. Handling Exceptions		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 player should not be able to interact with the game once it is over and the result is announced. Handling Exceptions	Game Flow	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 amounted to him (for example, your army won the battle or you lost the battle). The Game should never be stopped until it ends.							
Over and the result is announced. Handling Exceptions		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 amounced to him (for example, pour army won the battle or you lost the battle). The Game should never be stopped until it ends. Once the game ends, the player should be told whether he won or lost the game.							
Handling Exceptions Handling Exceptions		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. Once the game ends, the player should be told whether he won or lost the game.							
		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 harmest or auto resolve. It in case the player chooses to auto resolve the battle, the result of the battle should be amounced to him (for example, pour army won the battle or you lost the battle). The Game should never be stopped until it ends. 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							
		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 harmest or auto resolve. It in case the player chooses to auto resolve the battle, the result of the battle should be amounced to him (for example, pour army won the battle or you lost the battle). The Game should never be stopped until it ends. 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							
		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 harmest or auto resolve. It in case the player chooses to auto resolve the battle, the result of the battle should be amounced to him (for example, pour army won the battle or you lost the battle). The Game should never be stopped until it ends. 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							
Game Smoothness		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. Once the game ends, the player should be blot 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.							
Game Smoothness Game Smoothness		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. Once the game ends, the player should be blot 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.							
Game Smoothness		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. Once the game ends, the player should be blot 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.							
		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 harmed or auto resolve. It in case the player chooses to auto resolve the battle, the result of the battle should be amounced to him (for example, pour army won the battle or you lost the battle). The Game should never be stopped until it ends. 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							

