Product Backlog for Warring Nations Game

3/11/21

High Priority

* Add strategies for wizards and warriors.
* Add healer player and appropriate strategies.
* Each wizard, warrior, and healer type player must have at least two strategies per tribe.
* Increase tribe size to 6. Each tribe must have at least 1 warrior, 1 wizard, and 1 healer.
* Create UML diagram to show the design of your software implementation.

Medium Priority

* Add JavaDoc to code. Include headers for each class file.
* Change the user interface to a display the cards in an encounter as graphic objects on the monitor.
* Think of features that could be added to the game to make it more interesting and/or fun.