

Below are the basic rules that are essential to risk. Players must be able to:

- Play with 3-6 Players.
- Set up phase (initial setup of game depending on number of players)
  - Claim territories
  - Roll die to choose the order in which the players choose territories. If there is a tie, the players reroll.
- Turn phase
  - Attacking territories
    - You can choose any any enemy adjacent territory to attack
    - Can bring up to N-1 soldiers
    - Defender
      - Roll a die up to two times. (Once if you only have one army at the territory)
    - Attacker
      - Roll a die up to three times. (Once if you only have one army at the territory)
    - Remove one army from the territory that got a lower number. If there is a tie, it is treated as a loss for the attacker.
    - If the attacker still has an army, the attacker can choose to attack any adjacent territory.
  - Conquering territories
    - If you attack a player and they have no more armies in that territory, choose how many armies from the territory you used to attack to place at the newly conquered territory.
    - A defeated player with no more territories, should be able to continue viewing the game.
  - Draw from a set of shuffled cards shared by all players.
    - Trade in sets of 3 cards on end of round for more armies.
- End of turn phase
  - Move up to N-1 armies from a territory with N armies to an adjacent territory that you have captured.
- End of Round
  - Based on number of territories and continental bonuses, place more soldiers on the board.

#### GUI Requirements:

- On page load:
  - Enter name, then choose/create server
  - When you enter room, check off the ready box if you're ready/don't want to wait for more players when the minimum amount of required players is met.
- During setup phase:
  - Everyone is given a random turn order.
  - Select territories at which to place armies by clicking on them.
- An interactive map, big enough for everything to be visible.
  - Players should be able to drag from one territory they own to an adjacent enemy territory to attack.
  - How many armies are at a territory should be visible on the map, these should be color coded to the player that owns them.
- Players should be able to see the cards they own.
- Players should be able to input what they want to do on each turn, such as trading in cards at the end of a round.

#### What Users can see

- Users should be able to see territorial changes when other players make their turn
- Also see other players attacking (seeing the results of each die roll)