**Workflow**

* Clear four-step structure
* Maybe some more steps could be included next time, for example between second and third step

**Useful:**

* Introduce time module for a game
* Use dictionary more often
* Divide into small steps (multiple functions)
* Roll the dice function with zip and combing the two lists(attack and defence)

**Improvement:**

* Tried to improve with try/except but game didn’t work anymore

**The game:**

* Really liked your game
* Next time you can extend it and make it more fair (equal armies)