

Axis & Allies

-Thomas Kemp

Show Title Screen &
Country Stats

Define all variables
(Countries & Troops)

Display menu, map &
map areas to interact
(Countries)

Give players all base
troops and enable
factories

Begin Round
Loop

Display "Round #"
Increase from 1 each
round

Display active country
& give control to next
player:
Germany, Russia,
Great Britain

Begin
Mobilization
Loop

Begin Attack
Loop

Begin Combat
Loop

Begin Noncombat
Loop

Begin
Mobilization
Loop

Begin Turn
Summary Loop

Update Map with flags of the
country that has troops in it.
If there are no troops in the
territory, do not change country.

Give current player
IPC based on the
countries they control

Display "Mobilization
Phase"

Display Unit Selection
Menu and allow
player to purchase
troops

Remember purchase
and end phase with
"end phase" button
selected

Display "Combat
Phase"

Allow Player to select
troops and move
them based on their
movement skill

Restrict movement to
friendly territories

Allow player
country the
attack

Display "Combat
Phase"

If Combat is on land
Begin Land Combat

If Defender has
Anti-Air
Roll 1-6
Success > 4

Roll 1-6
Friendly
Troops/

If Combat is in water
Begin Sea Combat

If Attacker has
Submarine
Roll 1-6
Success > 2

Roll 1-6
Friendly
Ships/F

Display
"Non-Combat Phase"

Troops that were in
combat this round
cannot be moved

Allow current player
to move troops/ships
based on movement
skill

Display "Mobilization
Phase"

Recall Units
purchased in the
mobilization phase

Enable Friendly
Factories & U
placement

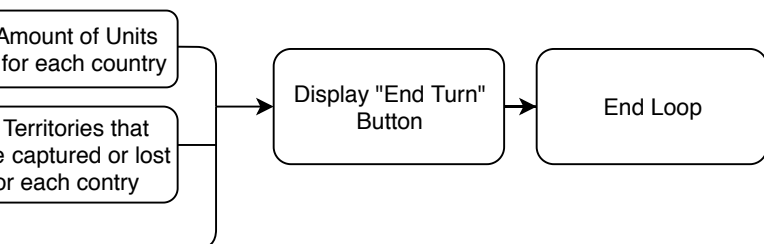
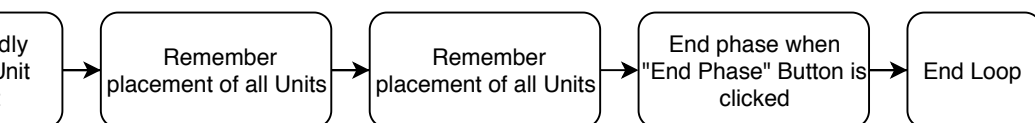
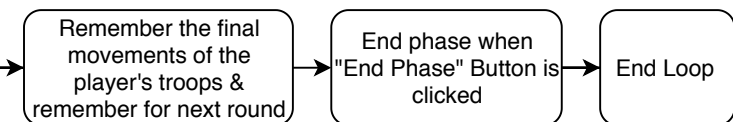
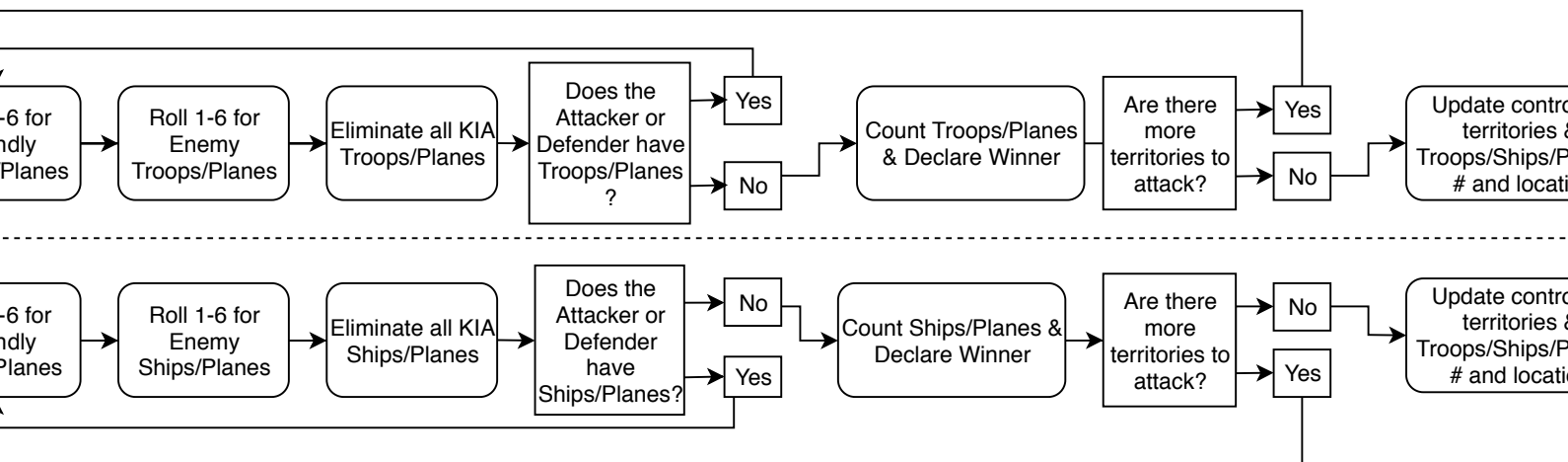
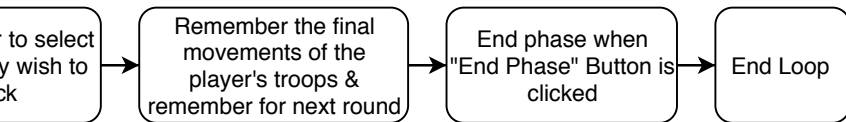
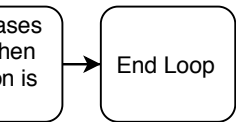
Display "Turn
Summary"

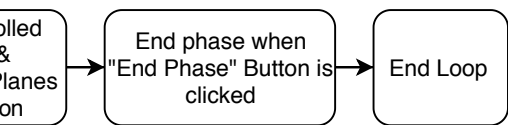
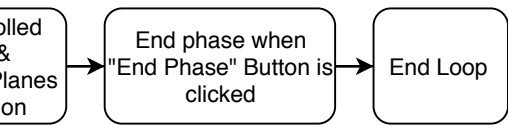
Display:

1. Amount of IPC lost
or gained for each
country

1. Amount of IPC lost

2. Amount of IPC gained





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