

Features to be tested

Main menu

Menu displayed when game starts
Settings - change number of players
Start game button begins game with player 1 in play
Load existing game - browse for previous save/UI to select previous save
Demo mode button starts game in demo mode

In game menu

Quit game
Save game

Neutral AI player

AI player moves during their turn
Acts as expected - building wall of units in sectors next to enemy players
AI player only moves units within its own sectors - does not attack
AI player does not receive new units per turn

Chance card system

Chance card awarded for each sector taken
Players can only open the chance cards they have earned - stack of cards per player

Chance cards

<u>Card</u>	<u>Effect</u>
+Units to territory	A random number of units are assigned to all sectors the player owns (<i>same amount to all</i>)
-Units from enemy territory	A random number of units are removed from all enemy sectors (<i>all enemy players</i>)

PVC + Mini game

PVC is always in only one sector
PVC can only be taken when the sector is attacked and the attacker wins - current sector owner cannot take PVC
Player who takes sector with PVC in the sector activates the minigame
At the end of mini game, PVC moves to a new random sector - cannot be the same as last time

Minigame awards winner with a chance card

When a floating sprite is clicked during the minigame, it disappears

Player wins mini game when floating object is clicked

If the player loses, the mini game will end and no bonus is given to player

Demo mode

Game restarts after 3 mins of inactivity

Sudden Death

Starts after X turns

Removes a random amount of units from sectors that are bordering with enemy sectors

Timed turns

Each turn has a timer that lasts 30 seconds

At the end of the timer, next players turn