## A strategy game

## Resources

- Food: when it runs out, people start to die.
- Minerals: used to build buildings.
- Wood: used to build buildings.
- People: each person is assigned to a specific building.
- Gold: produced by workers(?), used to buy resources (i.e. "trade")

## Buildings

- Cost (in resources)
- Life
- $\bullet$  Workers
- Production (some resource)