Producer

# Hierarchy

## MainCamera

### Scripts:

* ProducerStart.cs
  + MarketCanvas
  + EventCanvas
  + PauseCanvas
  + IntroCanvas
  + EndOfGameCanvas
  + TxtPlayer
* QuitGame.cs
* CheckEndOfGame.cs
  + EndOfGameCanvas

## EventSystem

### Scripts:

* EventSystem.cs

## UICanvas

* Panel
  + TxtPlayer
* EnergyPanel
  + RawImage: electricity.png
  + Text: **producingAmount**
  + Text: kWh
* PollutionPanel
  + SadSmiley
  + HappySmiley
  + PollutionSlider
    - Background
    - FillArea
      * Fill
    - Handle Slide Area
* PauseBtn
  + Text