## Resource - isRenewable - isEdible resourceCategory name - rarity matérial + operator==() + operator!=() + operator=() + Resource() + Resource() + Resource() + setResourceCategory() + setIsRenewable() + setResourceName() + setRarity() and 12 more... Ore - enOreType + operator==() + operator!=() + operator=() + Ore() + Ore() + setOreType() + getOreType()