Functional Requirements

- Need to be able to create structures of different types
- Need to be able to create structure groups which will act as cities
- Need to be able to add structures to these structure groups
- These Structures will need utilities intitialised, decrease in utilities and increase.
- Need to be able to create and remove citizens and add them and remove them from certain structures
- Need to have a government that can govern over the people
- Need to be able to manage resources
- Need to have a transport system from one city to another as well as in betweeen structures.