			The window's full content must be displayed correctly when it's launched without the need to be resized or minimized/maximized.
			All exceptions should be handled. The gameplay/flow should not be interrupted by any exception.
General			The current cycle should be displayed.
			The number of casualties should always be displayed.
			There should be a way for the player to end the current cycle.
			The grid is clearly represented.
	Rescue Panel		Visible buildings and citizens should be displayed in their correct locations on the grid
	resource and		Visible buildings and citizens outside a building are visually represnted in different ways.
			Whenever there are more than one item in the same cell (the base for example), the player must be able to see all the contents of the cell.
	Info Panel	At any time during the simulation, upon choosing any building in the rescue panel,	The player should be able to see the building's location.
			The player should be able to see the structural integrity of the building.
			The player should be able to see the fire damage of the building.
			The player should be able to see the gas level of the building.
			The player should be able to see the foundation damage of the building.
			The player should be able to see the number of occupants of the building.
			The player should be able to see the info of all the occupants of the building.
			The player should be able to see the info of the disaster affecting the building (if any).
		At any time during the simulation, upon choosing any citizen in the rescue panel,	The player should be able to see the citizen's location (citizens in buildings and evacuated citizens will be handled separately).
			The player should be able to see the citizen's name, age and national ID.
			The player should be able to see the citizen's hp.
Visuals			The player should be able to see the citizen's blood loss.
			The player should be able to see the citizen's toxicity.
			The player should be able to see the citizen's state.
			The player should be able to see the disaster affecting any citizen (if any).
		General	The interface should contain a log representing all the disasters that have already struck for each cycle showing the disaster's type and the name of its target
			All active disasters should be displayed.
	Units Panel	At any time during the simulation, upon choosing any Unit in the units panel,	The player should be able to see the unit's ID.
			The player should be able to see the unit's type.
			The player should be able to see the unit's location.
			The player should be able to see the unit's steps per cycle.
			The player should be able to see the unit's target (citizen or building and its location).
			The player should be able to see the unit's state.
			In case of the Evacutator, the player should be able to see the number of passengers that are currently on board.
			In case of the Evacutator, the player should be able to see the info of all the passengers that are currently on board.
		Occupati	
		General	The player should be able to see all the available units.
			The current cycle should be updated correctly.
			Any update should be immediatly reflected in the GUI without the need for any extra interaction from the user
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