



BasicBuildings.java
Super's fields Image house Image store
Super's methods

Timer.java
API methods
API methods

Buildings.java (Abstract)
int enviScore int points Image unsustainable Image sustainable
geUnsustainable getSustainable setScoreAndPoints

Main.java
Has-A: Draw ResourceManagement
main()

ResourceBuildings.java
Super's Fields int resourceGiven Timer timer Image factory
Super's Methods giveResources()

ResourceManagement.java
int resource int points int environmentScore Timer timer
getResource() setResource() getPoints() setPoints() getEnviScore() setEnviScore() endGame()

Draw.java
JPanel panel JFrame score JFrame points JFrame resources JButton buyBuilding (x4)
drawPanel() repaint() actionEvent() paintComponent()