

The Green Capitalists README

Team Name: Green Capitalists

Team Members: David Dai, Dhruv Jain, Sanah Bhandari

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General Idea Plan for Program: As a town mayor, you want to build up your city and construct more buildings to earn money. Building houses, stores, and hotels require resources (the main currency), but produce points (money). You can obtain resources by getting wood from the forests, drill oil, mine from quarries, and so on. Factories passively generate resources, but reduce environmental status. Solar panels are far more expensive to construct, but produce resources without damaging environmental status. As you take more resources from the environment, you harm the environment, and when you harm the environment enough, the natural resources run out and the game will end. You have 3 minutes, and must not hit 0% on environmental status.

Buildable Buildings:

- House: Costs a low amount of resources and produces little points. Slightly reduces environmental status.
- Store: Costs a lot of resources and produces a lot of points. The resource-point ratio will be better if the store is bought over the house. Slightly reduces environmental status.
- Factory: Costs some resources, and increases the resources passively generated. Greatly reduces environmental status.
- Solar Panel: Costs a lot of resources, and slightly increases resources passively generated. Does not affect environmental status.

Environmental Status: As you build factories to increase the resources generated, environmental status will decrease (flat decrease per factory, house, or store built). You cannot increase environmental status, and when environmental status reaches 0%, the game immediately ends.

Points: When you build a house or store, you gain points. When the game ends (either by timer or destroying the environment), your points will be your score. Higher the score, the better.

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Target User Profile: People who prioritize industrial/technological advancement over environmental well-being. Our game will convince them otherwise.

ResourceManager.java
resourceStock consumptionPerSecond environmentStatus buildings
depositResources() - Spend resources on buildings, etc. setResources() - Set the amount of resources we currently have resourceDrain() - Reduce the amount of resources we currently have (from the passive consumptionPerSecond) setEnvironmentStatus() – Tells the user how much they destroyed the environment restock() - We add resources when called, but reduce environmental status as a result

Buildings.java
house - Gives low amount of points, does not cost much resources store - Gives medium amount of points, costs a couple resources hotel - Gives a ton of points, but costs a fortune of resources sewagePlant - Increases environmental status, but costs some resources and gives no points factory - Increases resources gained, but costs a lot of resources and reduces environmental status

Group Responsibilities

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Name	Task
David Dai	<ul style="list-style-type: none">- Updating README file- Designing the Gooley (GUI)- Resource Management Class*
Dhruv	<ul style="list-style-type: none">- Help with README- Updating UML- Asking Mr. Taylor questions- Building Class and all its subclasses*
Sanah	<ul style="list-style-type: none">- Team manager- Submitting and turning in files- Draw class*- Main class*

*Not final