



ResourceManagement.java

int resources
int resourcesRate
int environmentScore
int points
Building house
Building store
ResourceBuilding factory
ResourceBuilding solarPanel
int houseCount
int storeCount
int factoryCount
int solarCount

buyBuilding(Building building)
buyResBuild(ResourceBuilding b)
int getResources()
setResources(int resources)
giveResource()
int getPoints()
setPoints(int points)
int getEnviScore()
setEnviScore(int enviScore)
enviScoreReduction(int enviRed)
setResRate(int newResRate)
int getHouseCount()
int getStoreCount()
int getFactoryCount()
int getSolarCount()

Building.java

int enviScoreDecrease
int points
int cost
String buildingType

getEnviScore()
getPoints()
getCost()
getType()

MainControl.java

main()
checkStatus()

ResourceBuildings.java

int resourceRate

int getResourceRate()

House.java

Store.java

Factory.java

SolarPanel.java

Draw.java

Image houseImg
Image storeImg
Image factoryImg
Image solarPanellImg
Image buildingsImg
ResourceManagement resManager
long startTime
long timeTillNextResource
int timePassed
int mouseX
int mouseY
Building house
Building store
ResourceBuilding factory
ResourceBuilding solarPanel
Font endText
int gameRunning

paint(Graphics g)
calculateGameRunning()
calculateTime()
int getTimePassed()
mouseClicked(MouseEvent e)
mousePressed(MouseEvent e)
mouseReleased(MouseEvent e)
mouseEntered(MouseEvent e)
mouseExited(MouseEvent e)