

The Green Capitalists README

Team Name: Green Capitalists

Team Members: David Dai, Dhruv Jain, Sanah Bhandari

Latest Revision Date: May 21, 2023

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 and stores require resources (the main currency), but produce points (money). You can obtain resources by making factories and solar panels. 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.

Feature & Class List:

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 solar panel, factory, house, or store built). You cannot increase environmental status, and when environmental status reaches 0%, the game immediately ends.

The Green Capitalists README

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.

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

Instructions: Buy a factory and solar panel to get resources, and buy houses and stores to get energy points. Use the stats given.

Group Responsibilities:

Name	Task
David Dai	<ul style="list-style-type: none">- Designing the Gooey (GUI)- Resource Management Class- Designs graphics- Getting Timer.java to work with ResourceManagement
Dhruv	<ul style="list-style-type: none">- Updating README- Updating UML- Asking Mr. Taylor questions- Building Class and all its subclasses- Help with ResourceManagement or Draw when needed- Getting MousePointer documentation checks to work in Draw.

The Green Capitalists README

Sanah	<ul style="list-style-type: none">- Team manager- Submitting and turning in files- Draw class- Main class- Update the UML- Update the ReadMe
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Known Bugs/Workarounds: The program goes on forever, so just close the tab once you run out of resources and energy points.

Key Learnings: Things don't always work out the way they should - we wanted to make our buttons and timer differently, but had to choose a way we didn't want to

Credit List:

House, Store, Solar Panel, Factory images - David Dai

Buildings image - Britannica, The Editors of Encyclopaedia