



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() giveResource() int getPoints() int getEnviScore() setResourceRate(int newRate) 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()

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() calculate Time() mouseClicked(MouseEvent e) mousePressed(MouseEvent e) mouseReleased(MouseEvent e) mouseEntered(MouseEvent e) mouseExited(MouseEvent e)