



Buildings.java (Interface)
int enviScore int points Image unsustainable Image sustainable
setScore setPoints

Main.java
ResourceManagement
main()

ResourceBuildings.java (Interface)
int resource Given Timer timer
giveResources()

ResourceManagement.java
static int resource static int points static int environmentScore Timer timer static int houseCount static int storeCount static int factoryCount static int solarCount
getResource() setResource() getPoints() setPoints() getEnviScore() setEnviScore() endGame() setHouseCount() (x4, for each building)

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

House.java

Store.java

Factory.java

Solar.java