

Input	Process	Output
Pressing the Game Start Button	Runs GameStart(ActionEvent event)	Loads "Gamemodes.fxml"
Pressing the Credits Button	Runs Credits(ActionEvent event)	Loads "Credits.fxml"
Pressing the Quit Button	Runs quitButtonClick	Ends the Program
Pressing the "Mode: Elongated Muskrat" Button	Runs muskStart(MouseEvent event)	Loads "Game.fxml" with the gamemode of getting to \$1,000,000,000 as the goal
Pressing the "Mode: Devouring Time" Button	Runs timeStart(MouseEvent event)	Loads "Game.fxml" with the gamemode of earning as much money as possible in 30 minutes as the goal
Pressing the Lemonade Upgrade Button	Checks if the player has enough money to upgrade the component's passive income value	Meets Condition: Subtracts the cost from the player's available money, increases the passive income, and updates the new cost for upgrade, while displaying a yellow border around the button
Pressing the Dog Walk Upgrade Button		
Pressing the Rice Field Upgrade Button		
Pressing the Restaurant Upgrade Button		
Pressing the Real Estate Upgrade Button		
Pressing the Pharmaceuticals Upgrade Button		
Pressing the Sports Team Upgrade Button		Doesn't Meet Condition: Displays a red border around the button
Pressing the Bank Upgrade Button		
Pressing the Space Resort Upgrade Button		
Pressing the Asteroid Mining Upgrade Button		

Pressing the Work Button	Starts the Timer on first click; adds the value of activeIncome to the available money of the player	Updates available money by increasing it by the amount in activeIncome
Pressing the Work Upgrade Button	Checks if the player has enough money to upgrade the active income value	Meets Condition: Subtracts the cost from the player's available money, increases the active income, and updates the new cost for upgrade
		Doesn't Meet Condition: Does Nothing
Clicking on the Score Text	Extracts the type of gamemode to determine what score to display	Elongated Muskrat Mode: Displays the Elapsed Time as the score
		Devouring Time Mode: Displays the amount of money in the player's possession as the score