Building Class Hierarchy BaseBuilding Variables: hexTransform ExclusionZone EntanceTiles TeamID BuildingType Tier Size $Construction \\ Time$ MaxHealth Health Production Mode Classes: Item Storage ClassFunctions: ConfigureBuilding(int, int) ConfigureBuilding(float, float) Configure Building (Vector 2)Virtual BuildingUpdate() States: BuildingStateMachine: UnderConstruction Operational **StorageBuilding** Market **BaseProduction** Variables: Variables: Capacity ProductionTime ItemsStored Functions: Functions: Virtual ProductionCycle() Bool ProductSearch(Products, **Decision Trees:** bool shouldReserve) ProductionTree **UnitProduction General Production RawProduction** Variables: Variables: Variables: **Production Requirements Production Requirements** TerrainRequirement ProductionStorage ProductionStorage Output UnitOutput Output OutputStorage OutputStorage Classes: Classes: UnitOutputClass TerrainMode InputRequirements