## LanternStrategy - ressourceAmountToSpend : Float NormalStrategy - ressourceTypeToSpend : String - lantern: com.isartdigital.builder.game.sprites.buildings.Building - building: com.isartdigital.builder.game.sprites.buildings.Building - cbOnLanternBought (results : String) : Void - canUnselectBuilding (): Bool - thereIsEnoughtResources (): Bool - canSelectBuilding (): Bool - setNormalAmountToSpend(): Void - canHarvest (): Bool - setHardAmountToSpend (): Void - constructBuilding (): Void - getTotalIlluminatedLanterns (): Int - canConstruct (): Bool - buyWith (currency : String) : Void - isBuildingMovingAndCantConstruct (): Bool - onBuySoft (e: Dynamic): Void - canConstructRequest (): Bool - onBuyHard (e: Dynamic): Void - cameraIsMoving (): Bool - forgetBuyEvent (): Void - cantInteract (): Bool - listenBuyEvent (): Void + normalInteraction (): Void - isLanternAlreadyIlluminated (): Bool + lanternInteraction (): Void com. isartdigital. builder. game. sprites. buildings. Building

Package: com.isartdigital.builder.game.sprites.buildings.interactionStrategy