\<typedef\>
BuildingDef

spriteName : String
size : com.isartdigital.builder.game.def.SizeDef
name : String
component : Array\<String\>
className : String

\<typedef\>
BuildingEventDef

type : Array\<String\>
ref : com.isartdigital.builder.game.sprites.buildings.Building

\<typedef\>
BuildingModelDef

y : Int
x : Int
type : String
reference : Null\<com.isartdigital.builder.game.sprites.buildings.Building\>
name : String
lvl : Null\<Int\>
last_recolt_at : Null\<String\>
construct_end_at : Null\<String\>
color : String

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