```html
<!DOCTYPE html>
<html lang="fr">
<head>
<meta charset="UTF-8">
<meta name="viewport" content="width=device-width, initial-scale=1.0">
<title>Système Économique - Royaume-Uni</title>
<style>
body { font-family: Arial, sans-serif; }
.container { max-width: 600px; margin: auto; padding: 20px; }
.resources, .buildings, .queue { margin-bottom: 20px; }
button { margin-top: 10px; display: block; }
</style>
</head>
<body>
<div class="container">
<h1>Système Économique - Royaume-Uni</h1>

<div class="resources">
<h2>Ressources</h2>
<p>Minerais/Roche: <span id="minerals">150</span></p>
<p>Ressources Alimentaires: <span id="food">100</span></p>
<p>Ressources Luxueuses: <span id="luxury">80</span></p>
</div>

<div class="buildings">
<h2>Bâtiments</h2>
<p>Mines: <span id="mines">15</span></p>
<p>Champs: <span id="fields">10</span></p>
<p>Industries Légères: <span id="industries">8</span></p>
<p>Infrastructures: <span id="infrastructures">0</span> <button onclick="increaseInfrastructure()">Augmenter</button></p>
</div>

<div class="queue">
<h2>File de Construction</h2>
<ul id="constructionQueue"></ul>
<button onclick="validateConstruction()">Valider la première construction</button>
</div>

<div class="buildings">
<h2>Construire</h2>
<button onclick="queueBuilding('mine')">Ajouter une Mine à la file (Gratuit)</button>
<button onclick="queueBuilding('field')">Ajouter un Champ à la file (Gratuit)</button>
<button onclick="queueBuilding('industry')">Ajouter une Industrie Légère à la file (Coût: 5 minerais)</button>
</div>
</div>

<script>
let minerals = 150;  // 150 minerais initialement
let food = 100;  // 100 ressources alimentaires initiales
let luxury = 80;  // 80 ressources luxueuses initiales
let mines = 15;  // 15 mines
let fields = 10;  // 10 champs
let industries = 8;  // 8 industries légères
let infrastructures = 0;
let constructionQueue = [];

function updateResources() {
document.getElementById('minerals').textContent = minerals;
document.getElementById('food').textContent = food;
document.getElementById('luxury').textContent = luxury;
document.getElementById('mines').textContent = mines;
document.getElementById('fields').textContent = fields;
document.getElementById('industries').textContent = industries;
document.getElementById('infrastructures').textContent = infrastructures;
}

function queueBuilding(type) {
constructionQueue.push(type);
updateQueueDisplay();
}

function updateQueueDisplay() {
let queueElement = document.getElementById('constructionQueue');
queueElement.innerHTML = "";
constructionQueue.forEach((building, index) => {
let li = document.createElement('li');
li.textContent = building;
queueElement.appendChild(li);
});
}

function validateConstruction() {
if (constructionQueue.length > 0) {
let building = constructionQueue.shift();
if (building === 'mine') {
minerals += 150;  // Chaque mine produit 150 minerais
mines += 1;
} else if (building === 'field') {
food += 100;  // Chaque champ produit 100 ressources alimentaires
fields += 1;
} else if (building === 'industry') {
if (minerals >= 5) {
minerals -= 5;
luxury += 10;
industries += 1;
} else {
alert("Pas assez de ressources pour construire une Industrie Légère !");
constructionQueue.unshift(building);
return;
}
}
updateResources();
updateQueueDisplay();
}
}

function increaseInfrastructure() {
infrastructures += 1;
updateResources();
}
</script>
</body>
</html>
```