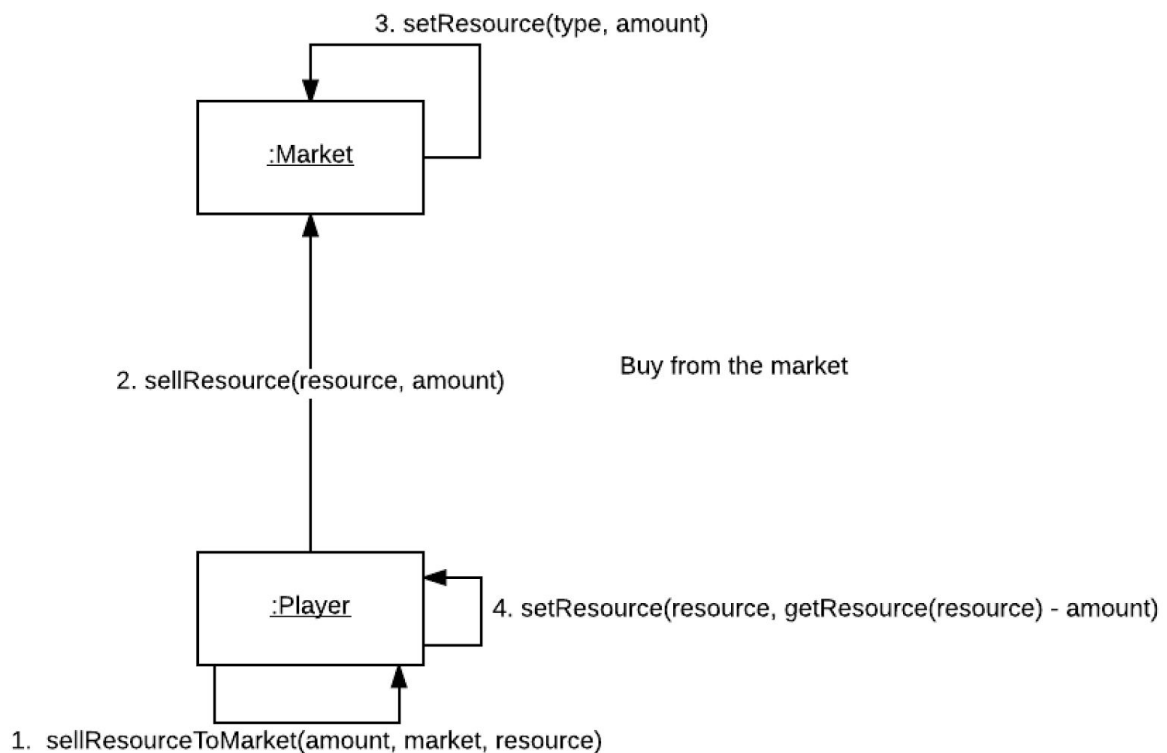


Top Right Corner

Use cases

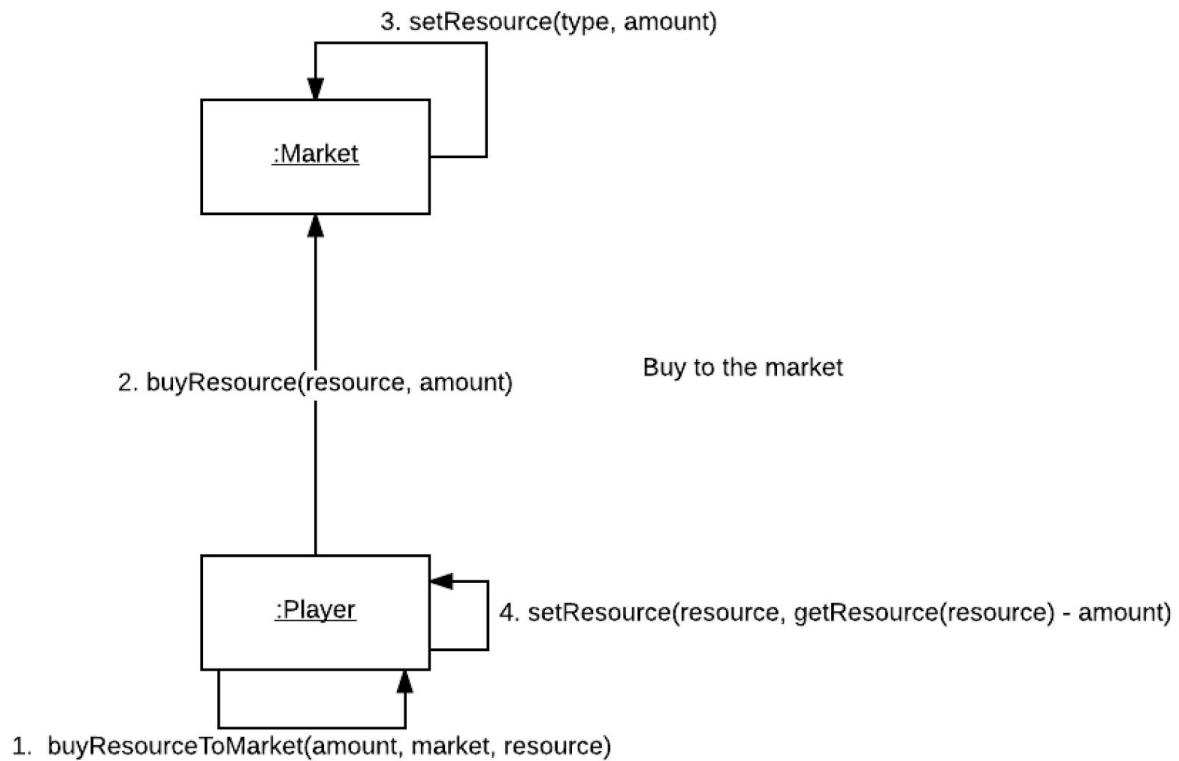
Selling to market (assuming player has enough of the resource)

1. Player attempts to sell a given quantity of a resource
2. Player requests to sell a given quantity of a resource to the market
3. Market's inventory updated - increase quantity of the resource
4. Player's inventory updated - decrease quantity of the resource & money



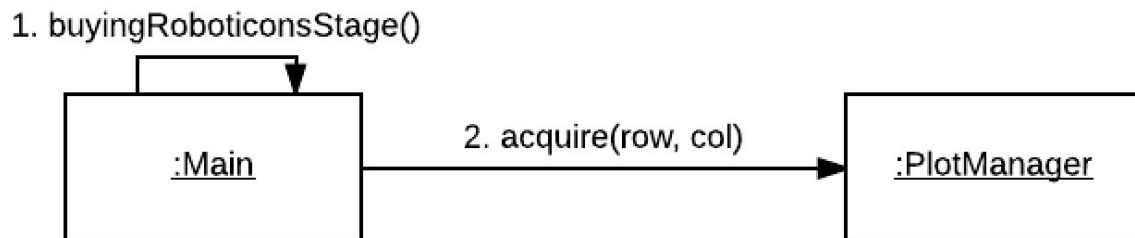
Buying from market (assuming player has enough money)

1. Player attempts to buy a given quantity of a resource
2. Player requests to buy a given quantity of a resource from the market
3. Market's inventory updated - decrease quantity of the resource
4. Player's inventory updated - increase quantity of the resource & money



Acquiring a plot of land

1. The game enters the land acquisition phase
2. A plot is chosen and then acquired



Placing a roboticon (assuming roboticon in inventory and plot of land available)

1. Player's inventory updated - removed one roboticon
2. Plot is updated with a roboticon of the selected type now appearing on it

