

# Minor changes to code

Added sound, music and backgrounds to make a more immersive game experience for the user.

Removed next button from resource generation stage due to it being unnecessary (after a few seconds the game moves to the next stage anyway) and clicking it would cause the game to skip 2 stages.

Removed updateRoboticonSelection method from GameScreenActors as it is never used.

Added a popup if players don't have enough money to make a purchase so it is clear to the player what has happened.

Removed produceResources method from LandPlot as deprecated as the generateResources method provides the same functionality.

RoboticonMarket - made minor modifications so that when the window is resized the phase text (that describes the current phase) will be in the top right corner and the next button in the bottom left.

Added javadocs because then we could produce a javadocs file to make our code easier for other programmers and because much of the code was poorly commented.