CityResources
- Electricity
- Population
- Happiness
    - Low happiness lowers moving speed factor
    - -10 to 10
- AmountResourcesMoved
    - Affects happiness of population
- MovingSpeedFactor
- CatastrophePercentage
    - Starts at 0
    - Changes per turn based on happiness value
    - If it reaches 100, a catastrophe will occur
    - A random building will lose structural integrity, or lose food/water/people/some supply

Building
- People
- Water
- Food
    - Perishable
    - Nonperishable
- Medical equipment
- Fuel
- Tools
- Reinforcements (salvagable)
- Reinforcements (stored)
- Non-movable supplies
    - Structural Integrity

productionBuilding
- Building
- Production Type
    - Production value

Road
- Individual move factor
- MovingSpeed (set to 1 for no effect on movement)
    - Equal to road's individual moving factor multiplied by global MovingSpeedFactor
- Notes (on why move speed is what it is)
    - E.g. -0.5 because repair