

- Title screen
 - Difficulty change
 - 2/3 options for the user to lessen or increase the game difficulty
 - First thing user sees upon opening the game
 - Button to play, continues to main game
 - Button to quit, exits the game
- Main game
 - Tutorial
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 - Main functionality
 - Helpful alerts
 - May use audio AND visual popup
 - Occurs when parameters fall outside acceptable range
 - Map
 - This is where the game takes place
 - Place building
 - Construction time
 - Time it takes to construct a building is displayed during an attempt to place one
 - Ghost building
 - Displays a ghost of the building being attempted to place, so the user can see what it will look like
 - Building count
 - Land traits
 - Maps and buildings should also be defined as assets rather than just code so that it is easy to add new ones
 - Timer
 - A running, decreasing timer excluding pause and menu time
 - Pause time
 - Pauses timer, user can place buildings and interact with stuff, unlike pause menu
 - Timer no longer decreases
 - When unpaused, timer continues
 - Events
 - Random events happen that affect gameplay
 - Events should be defined in assets not code so that it's easy to add more or adjust them
 - Money
- Pause screen
- End of game
 - Score
 - Score should be calculated based on data about the buildings defined in the buildings assets, not code.
- Audio cues
 - Actions should have audio cues that we are licensed to use