* behavior
  + when you first open it, you use the shopbuy.png as the background.
  + each resource has the per unit price and an empty space for the quantity value
  + above and below the quantity is a plus and minus arrow to be used to raise or lower the intended quantity. initially the down arrow is inactive and the up arrow becomes inactive once the store runs out of the item or the player cannot afford to purchase more.
  + if the quantity of the resource is zero, the buy button is inactive. it’s default state is inactive.
  + once the desired quantity is entered, the player hits the buy button next to the resource to confirm purchase. (keep in mind that if the player increases the quantity on both the food and energy resource, then buys the energy resource and lowers their money to a point where they could no longer afford to buy the food resources previous assigned but buys it anyway, the money value will become a negative value. therefore, when the buy button is pressed on any resource, all quantities should be reset to zero, not just the one purchased)
  + on the right side of the screen is the mule store. since they can only have one at a time, there is no quantity selection and all buttons are active initially unless the player cannot afford the mule.
  + if the player instead would like to sell items, they will press the switchsell button at the bottom, changing the panel background to shopsell.png.
  + Similarly to the buying interface, the initial sell buttons next to each resource are inactive. In contrast, the sell buttons under each mule are also inactive initially since the player can either have zero or one mule while at the store.
  + The red back button returns the player to the map
* components (unless otherwise specified, order is: (x,y,w,h)
  + background: storebuy.png and storesell.png (if we implement different prices for different difficulties, storesell.png will be the same but storebuy will be three png’s of storebuy1.png, storebuy2.png, and storebuy3.png)
  + text needed to represent the quantities of each resource (initially zero for each)
  + text needed to represent the total price of the resource price times the quantitiy
  + buy buttons – buyactive.png, buyinactive.png, buyhover.png
    - size – 42x25
    - food – 471, 134.5
    - energy – 471, 220
    - smithore – 471, 305
    - crystite – 471, 390.5
    - food mule – 693, 161
    - energy mule – 693, 257
    - smithore mule – 853, 161
    - crystite mule – 853, 257
  + sell buttons – sellactive.png, sellinactive.png, sellhover.png
  + sell/buy switch – sellswitchhover.png, buyswitchhover.png
    - 166, 454.5, 98, 58
  + back to map – backhover2.png (backhover.png was already used by another back button)
    - 40, 454.5, 98, 58
  + item quantity buttons – plusinactive.png, plushover.png, minusactive.png, minushover.png (no plusactive or minusinactive since the default behavior is active and inactive, respectively, so they’re incorporated in the background)
    - 290, Y, 22, 18 (Y values listed below)
    - food plus – 117; food minus – 157
    - energy plus – 202; energy minus – 242
    - smithore plus – 287.5; smithore minus – 327.5
    - crystite plus – 373; crystite minus – 413