List of goods

1. Grain
2. Fish
3. Cloth
4. Metal
5. Wood
6. Weapons
7. Gold
8. Medicine

Basic Functions/Methods

1. Basic Buy Transaction

* Takes in good desired, amount, price, and player data
* Determines whether player has enough space and money
* Posts transaction to database, returns new player data

1. Basic Sell Transaction
   * Takes in good sold, amount, price and player data
   * Confirms player has that amount of good
   * Posts transaction to database, returns new player data
2. Upgrade Something
   * Takes in Upgrade (space, defense) desired, price
   * Confirms player has enough money
   * Posts upgrade to player data

Secondary Functions/Methods

1. Clock
   * Passes time (by week?) when turned on
   * Checks for event firing
2. Events
   * Receives current time
   * Calls database to determine if event should fire
   * If event fires, post back to database that event has fired