

texts.json

prePlayStateTexts

| Field | Description | Attributes and values |
|-------------------------|---|-----------------------|
| gameDescription | Description shown in the starting menu. | <i>text</i> |
| startGame | Text shown on the button which starts the game. | <i>text</i> |
| instructions | Text shown on the button which leads to the instructions. | <i>text</i> |
| instructionsDescription | Text shown in the instructions window. | <i>text</i> |
| endScore | Text shown with players score when the game has ended. | <i>text</i> |
| endCitySize | Text shown with final city size when the game has ended. | <i>text</i> |
| toStart | Text on the button which leads from end menu to the start menu. | <i>text</i> |
| back | Text shown on the button which leads to a previous menu view. | <i>text</i> |

gameOverState

| Field | Description | Attributes and values |
|-------------|--|-----------------------|
| enterName | This is shown when the player is asked to insert his or hers name for high scores. | <i>text</i> |
| endScore | Text shown with players score when the game has ended. | <i>text</i> |
| endCitySize | Text shown with final city size when the game has ended. | <i>text</i> |
| highScores | Text shown on the button that leads to high score listing. | <i>text</i> |
| toStart | Text on the button which leads from end menu to the start menu. | <i>text</i> |
| back | Text shown on the button which leads to a previous menu view. | <i>text</i> |
| mailTo | Text shown on the button that enables the player to give feedback via email. | <i>text</i> |

buildStructureTexts

| Field | Description | Attributes and values |
|----------------------|--|-----------------------|
| structureType | Text shown with the type of the structure. | <i>text</i> |
| continuousProduction | Text shown if the structure's production is continuous. | <i>text</i> |
| harvest | Text shown with the harvesting time if the production is not continuous. | <i>text</i> |
| revenue | Text shown with structures production amount. | <i>text</i> |
| cost | Text shown with the price. | <i>text</i> |
| build | Text shown on the button that builds the structure. | <i>text</i> |
| insufficientFunds | If the player doesn't have enough money this text is shown on the button that would otherwise build the structure. | <i>text</i> |

optionsContentTexts

| Field | Description | Attributes and values |
|----------------|--|-----------------------|
| soundVolume | Text shown with the sound volume. | <i>text</i> |
| soundOn | Text shown on the button that turns the volume on. | <i>text</i> |
| soundOff | Text shown on the button that turns the volume off. | <i>text</i> |
| increaseVolume | Text shown on the button that turns the volume up. | <i>text</i> |
| decreaseVolume | Text shown on the button that turns the volume down. | <i>text</i> |
| endGame | Text shown on the button that ends the game. | <i>text</i> |

tileContentTexts

structureCategories

| Field | Description | Attributes and values |
|------------|---|-----------------------|
| production | Text shown on the button that leads to the menu containing production structures. | <i>text</i> |
| refinery | Text shown on the button that leads to the menu containing refineries. | <i>text</i> |
| special | Text shown on the button that leads to the menu containing special structures. | <i>text</i> |

tileInformationTexts

| Field | Description | Attributes and values |
|------------|--|-----------------------|
| groundType | Text shown in the menu with the ground type. | <i>text</i> |
| flowers | Text shown in the menu with the amount of flowers of the tile. | <i>text</i> |
| moisture | Text shown in the menu with the moisture of the tile. | <i>text</i> |
| fertility | Text shown in the menu with the fertility of the tile. | <i>text</i> |
| owner | Text shown in the menu with the owner's name. | <i>text</i> |

structureInformationTexts

| Field | Description | Attributes and values |
|----------------|---|-----------------------|
| structure | Text shown with the name and type of the structure. | <i>text</i> |
| foundingYear | Text shown with the founding year of the building. | <i>text</i> |
| size | Text shown with the size of the building. | <i>text</i> |
| turnipsPerWeek | Text shown with the weekly production of turnips. | <i>text</i> |
| moneyPerWeek | Text shown with the weekly production of money. | <i>text</i> |

structureRuiningTexts

| Field | Description | Attributes and values |
|--------------------|--|-----------------------|
| structureHealth | Text shown with the health of the building. | <i>text</i> |
| repairCost | Text shown with the cost of repairing the building. | <i>text</i> |
| repair | Text shown on the button that repairs the building. | <i>text</i> |
| insufficientFunds | If the player doesn't have enough money this text is shown on the button that would otherwise repair the structure. | <i>text</i> |
| inPerfectCondition | If the structure is in perfect condition this text is shown on the button that would otherwise repair the structure. | <i>text</i> |