

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>