Gameplay Plan for colony builder

1. Game opens
2. User starts with 1 settlement, 1 road, 1 farm, 1 mine, an initial quantity of food, an initial quantity of wood, an initial quantity of stone, a small initial quantity of gold, and a small initial population.
3. 2 new road locations are available, 2 forests are available for logging, 1 new mine location is available, and 2 new settlement locations are available.
4. Every unbuilt settlement, road, mining location, and farm will be visible initially, but only consecutive locations will be available to be built on.

Steps

1. ~~Get one road to appear on the screen.~~
2. ~~Get one farm to appear on the screen.~~
3. ~~Get 1 mine to appear on the screen.~~
4. ~~Get the resources to appear on the screen.~~
5. ~~Get the resources images to appear on the screen.~~
6. ~~Get the population to appear on the screen.~~
7. Get the potential building locations to appear on the screen.
   1. ~~Get first available unbuilt settlement to appear~~
   2. ~~Get the first available unbuilt roads to appear~~
8. Get the action bar to appear
   1. ~~Get working villagers text to appear~~
   2. ~~get vertical line to appear~~
   3. ~~get food stuff to appear~~
      1. ~~food text~~
      2. ~~minus~~
      3. ~~add~~
      4. ~~value~~
   4. ~~get wood stuff to appear~~
      1. ~~wood text~~
      2. ~~minus~~
      3. ~~add~~
      4. ~~value~~
   5. ~~get stone stuff to appear~~
      1. ~~stone text~~
      2. ~~minus~~
      3. ~~add~~
      4. ~~value~~
   6. ~~get unemployed stuff to appear~~
      1. ~~unemployed text~~
      2. ~~value~~
9. Make the mouse action start to work. Test it to ensure it works
10. Make an action to detect which construction locations are available to be built on. Perhaps I should make available building locations a lighter color than non-available ones.