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.

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.