+ int ordinal()

* Offline
* Online
* Grass
* Tree
* Meadow
* Hovel
* Town
* Fort
* Methods
* + int getUpgradeCost()
* Peasant
* Infantry
* Soldier
* Knight
* + int getUpgradeCost()
* ReadyForOrders
* Moved
* BuildingRoad
* ChoppingTree
* ClearingTombstone
* UpgradingCombining
* StartCultivating
* FinishCultivating