1. Mining for Millions

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3. A cookie clicker style game where the user will click on a rock shaped button, that reduces the health of a rock object, and after a certain number of clicks (players damage vs rock health), the player will receive a randomly generated amount of resources depending on the tier of rock mined, which can be used within another Jpanel to upgrade your tool and progress to better rocks

4. List of requirements
   a. Save and load rock statistics and player progress to a SQL database
   b. Use Swing/WindowBuilder to create the GUI for both the mine and store
   c. Use event-driven programming to lower the rocks health on click
   d. Set the rock jbutton to a picture of a rock
   e. Have a parent rock class with two children, one for rocks with only one possible resource, and a second for rocks with multiple.

5. Testing Process
   a. Verify application can both save and load player progress
   b. Verify health is correctly reduced using system printouts
   c. Verify each resource is correctly updating upon the health of a rock hitting 0 through the use of system printouts