## Readme-Resource.cpp

## **OBJECTIVES:**

Creates and manages resource data for both players.

*QT FEATURES USED:* 

*QgraphicsTextItem* – used for displaying resources in the scene

VARIABLES AND MEMBER FUNCTIONS:

s\_res,t\_res - ship and tower resources

incT(),incS(),decT(),decS() - for modifying resources

getS(),getT() - for getting resources outside the object