```
Ui
          Game
+ centralwidget
+ graphicsView
+ turnButton
+ turnLabel
+ gridLayoutWidget
+ buildingsLayout
+ farmButton
+ mineButton
+ outpostButton
+ quarryButton
+ sawmillButton
+ gridLayoutWidget 2
+ workersLayout
+ basicWorkerButton
+ warriorButton
+ constWorkerButton
+ log
+ hoverInfo
+ label
+ buildingNameLabel
+ monevLabel
+ woodLabel
+ stoneLabel
+ oreLabel
+ foodLabel
+ moneyProductionLabel

    foodProductionLabel

+ woodProductionLabel
+ stoneProductionLabel
+ oreProductionLabel
+ buildCostLabel
+ productionLabel
+ formLayoutWidget 7
+ formLayoutPlayers
+ formLayoutP2
+ formLayoutResourcesP2
+ moneyP2
+ labelFoodP2
+ foodP2
+ labelWoodP2
+ woodP2
+ labelStoneP2
+ stoneP2
+ labelOreP2
+ oreP2
+ labelMoneyP2
+ formLayout_
+ labelMovesP2
+ movesP2
+ labelTilesP2
and 26 more...
+ setupUi()
+ retranslateUi()
        Ui::Game
```