**City Simulation Game**

Overview

We would like you to create a simple city builder game. The game will have the ability to view and upgrade buildings and there is a currency called gold which is used to build and upgrade buildings

Pages required

1. Game Management (home page)

**Items Required**

* 1. ~~Allows cities to be built (if possible allow for multiple cities.)~~
  2. **~~List all cities that are currently built~~**
  3. Show statistics on each city and the buildings within it. Things to display would be – attributes of each building within a city (built buildings, buildings that are upgrading, upgrade level of each building, etc) and total gold accumulated per city

1. City Management - This page allows you to view and manage your city. Gold is generated here and the ability to upgrade and create buildings is done here as well

**Items Required**

* 1. Currency
     1. Gold is given at a rate of 1 gold per minute ----- Job
     2. **~~New cities begin with 10 gold right away~~**
  2. Buildings
     1. ~~Cities have 5 default buildings starting at level 0~~
        1. ~~Town hall~~
        2. ~~Supermarket~~
        3. ~~Restaurant~~
        4. ~~Expo center~~
        5. ~~Train station~~
     2. ~~Each building costs 1 gold to build / upgrade~~  while adding Buiding a coin needs to be deducted
     3. Each building takes 30 seconds to build / upgrade
     4. Only 2 buildings at most can be built / upgraded at a given point in time for the city you are in (throw an error / alert if a user tries to do more)
     5. Buildings enter a queue based on when they were selected for upgrade and complete in order. Once complete the building exits the queue
     6. ~~Buildings should show their current level~~
     7. If a building is being upgraded / completed, it should have a count down detailing when an upgrade / build will be complete (this can be done dynamically or on page refresh)