Checklist

Already Done

* Blitted an appropriate background
* Chose a sprite for a citizen
* Did a citizen animated
* Implemented one resource collection function with animation( goldmining)
* Implemented button sensitive citizen creation from home base
* Implemented mouse control of citizens

To Do:

* Finish resource collection functions
* Refractor code
* Implement graph-based path selection of citizens
* Prevent citizens from colliding/merging into each other