Goal:

Given a certain amount that can be extracted from it. After that it is useless. The land has to be repurposed.

Rules for the class:

* At first, it will be a resource.
* You must build a mine there
* The mine will produce X number of gold units per turn for Y number of turns
* Then the mine dies and makes existing terrain reusable
* You do not have to build a mine there, but if you do not, the resource is destroyed
* You can replace the mine at any time, but if you do, the resource is destroyed
* In order to produce the resource, it must be connected to a base with a road
* The resource will be sent to the base that is closest by distance and then added to the faction bank where anyone can access it
* Only bases connected to other bases with roads have access to the faction resource bank
* If the enemy overtakes the closest base, they get access to the mine (mine changes hands)

**MinableResources**

name

idNum

typeResource

unitsPerTurn (in a range)

maxNumTurns (in a range)

currNumTurns

mineExists (true/false)

gridLocation - (x,y) coordinate

isAccessable (true/false)

factionOwner

closestBase