Goal:

Given a resource, a certain amount of the product 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 resource units per turn for Y number of turns
* Then the resource dies and makes existing terrain reusable
* You do not have to build an extraction base (a mine) there, but if you do not (but build something else there), the resource is destroyed
* You can replace the extraction base (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 extraction base (it changes hands)

**Resource**

resourceName

idNum

resourceType -> minable, natural

resourceUnitsPerTurn (in a range)

resourceMaxTurns (in a range)

currNumTurns

resourceBaseExists (true/false)

resourceGridLocation - (x,y) coordinate

resourcesAccessable (true/false) -> related to whether or not road is connected

resourceFactionOwner

resourceClosestBase