* Save Game (game states)
* skill tree
* game match
* win condition
* random events
* pop ups
* game screen data[textboxes]
* Create Sprites
* Skill tree page
* Market entry popup
* Pause game on click
* Game timer
* Inp/Out Event class
  + -on hover
* Stretch:
  + sound
  + multiple products
  + Adjust sprite based on skill tree
  + Tarrifs/taxes
  + Lawsuits
  + hot keys