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404 | /// <summary>
405 | /// get the action choice from the user
406 | /// </summary>
407 | public TravelerAction DisplayGetTravelerActionChoice()
408 | {
409 |     TravelerAction travelerActionChoice = TravelerAction.None;
410 |     bool usingMenu = true;
411 |
412 |     while (usingMenu)
413 |     {
414 |         //
415 |         // set up display area
416 |         //
417 |         ConsoleUtil.HeaderText = "Traveler Action Choice";
418 |         ConsoleUtil.DisplayReset();
419 |         Console.CursorVisible = false;
420 |
421 |         DisplayGameStatus();
422 |
423 |         //
424 |         // display the menu
425 |         //
426 |         Console.WriteLine(
427 |             "\t" + "*****" + Environment.NewLine +
428 |             "\t" + "Traveler Actions" + Environment.NewLine +
429 |             "\t" + "*****" + Environment.NewLine +
430 |             "\t" + "A. Look Around" + Environment.NewLine +
431 |             "\t" + "B. Look At" + Environment.NewLine +
432 |             "\t" + "C. Talk To" + Environment.NewLine +
433 |             "\t" + "D. Pick Up Item" + Environment.NewLine +
434 |             "\t" + "E. Pick Up Treasure" + Environment.NewLine +
435 |             "\t" + "F. Put Down Item" + Environment.NewLine +
436 |             "\t" + "G. Put Down Treasure" + Environment.NewLine +
437 |             "\t" + "H. Travel" + Environment.NewLine +
438 |             "\t" + "I. Battle" + Environment.NewLine +
439 |             //
440 |             // commented out when not debugging
441 |             //
442 |             //"\t" + Environment.NewLine +
443 |             //"\t" + "*****" + Environment..NewLine +
444 |             //"\t" + "Traveler Information" + Environment.NewLine +
445 |             //"\t" + "*****" + Environment.NewLine +
446 |             //"\t" + "J. Display General Traveler Info" + Environment.NewLine +

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447         //"\t" + "K. Display Traveler Inventory" + Environment.NewLine +
448         //"\t" + "L. Display Traveler Treasure" + Environment.NewLine +
449         //"\t" + Environment.NewLine +
450         //"\t" + "*****" + Environment.NewLine +
451         //"\t" + "Game Information" + Environment.NewLine +
452         //"\t" + "*****" + Environment.NewLine +
453         //"\t" + "M. Display All TARDIS Destinations" + Environment.NewLine +
454         //"\t" + "N. Display All Game Items" + Environment.NewLine +
455         //"\t" + "O. Display All Game Treasures" + Environment.NewLine +
456         //
457         "\t" + Environment.NewLine +
458         "\t" + "*****" + Environment.NewLine +
459         "\t" + "Q. Quit" + Environment.NewLine);
460
461     ConsoleUtil.DisplayMessage("What would you like to do (Type Letter).");
462     Console.WriteLine();
463
464     //
465     // get and process the user's response
466     // note: ReadKey argument set to "true" disables the echoing of the key press
467     //
468     ConsoleKeyInfo userResponse = Console.ReadKey(true);
469     switch (userResponse.KeyChar)
470     {
471     case 'A':
472     case 'a':
473         travelerActionChoice = TravelerAction.LookAround;
474         usingMenu = false;
475         break;
476     case 'B':
477     case 'b':
478         travelerActionChoice = TravelerAction.LookAt;
479         usingMenu = false;
480         break;
481     case 'C':
482     case 'c':
483         travelerActionChoice = TravelerAction.TalkTo;
484         usingMenu = false;
485         break;
486     case 'D':
487     case 'd':
488         travelerActionChoice = TravelerAction.PickUpItem;
489         usingMenu = false;

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490         break;
491     case 'E':
492     case 'e':
493         travelerActionChoice = TravelerAction.PickUpTreasure;
494         usingMenu = false;
495         break;
496     case 'F':
497     case 'f':
498         travelerActionChoice = TravelerAction.PutDownItem;
499         usingMenu = false;
500         break;
501     case 'G':
502     case 'g':
503         travelerActionChoice = TravelerAction.PutDownTreasure;
504         usingMenu = false;
505         break;
506     case 'H':
507     case 'h':
508         travelerActionChoice = TravelerAction.Travel;
509         usingMenu = false;
510         break;
511     case 'I':
512     case 'i':
513         travelerActionChoice = TravelerAction.Battle;
514         usingMenu = false;
515         break;
516     case 'J':
517     case 'j':
518         travelerActionChoice = TravelerAction.TravelerInfo;
519         usingMenu = false;
520         break;
521     case 'K':
522     case 'k':
523         travelerActionChoice = TravelerAction.TravelerInventory;
524         usingMenu = false;
525         break;
526     case 'L':
527     case 'l':
528         travelerActionChoice = TravelerAction.TravelerTreasure;
529         usingMenu = false;
530         break;
531     case 'M':
532     case 'm':
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533         travelerActionChoice = TravelerAction.ListTARDISDestinations;
534         usingMenu = false;
535         break;
536     case 'n':
537     case 'N':
538         travelerActionChoice = TravelerAction.ListItems;
539         usingMenu = false;
540         break;
541     case 'O':
542     case 'o':
543         travelerActionChoice = TravelerAction.ListTreasures;
544         usingMenu = false;
545         break;
546     case 'Q':
547     case 'q':
548         travelerActionChoice = TravelerAction.Exit;
549         usingMenu = false;
550         break;
551     default:
552         Console.WriteLine(
553             "It appears you have selected an incorrect choice." + Environment.NewLine +
554             "Press any key to continue or the ESC key to quit the application.");
555
556         userResponse = Console.ReadKey(true);
557         if (userResponse.Key == ConsoleKey.Escape)
558         {
559             usingMenu = false;
560         }
561         break;
562     }
563 }
564 Console.CursorVisible = true;
565
566 return travelerActionChoice;
567 }
568
569 /// <summary>
570 /// display the game status variables
571 /// </summary>
572 private void DisplayGameStatus()
573 {
574     Console.Write(
575         "\t" + Environment.NewLine +

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576         "\t" + $"*****" + Environment.NewLine +
577         "\t" + $"          Game Status " + Environment.NewLine +
578         "\t" + $"          " + Environment.NewLine +
579         "\t" + $" Health: {_gameTraveler.Health}" + Environment.NewLine +
580         "\t" + $" Lives: {_gameTraveler.Lives}" + Environment.NewLine +
581         "\t" + $"*****" + Environment.NewLine);
582     Console.WriteLine();
583 }
```