

```
1 namespace Project_TARDIS
2 {
3     /// <summary>
4     /// traveler battle action choices
5     /// </summary>
6     public enum BattleAction
7     {
8         None,
9         Attack,
10        Retreat
11    }
12
13    /// <summary>
14    /// possible battle results
15    /// </summary>
16    public enum BattleResult
17    {
18        None,
19        TravelerWins,
20        NPCWins,
21        TravelerRetreats,
22        NPCRetreats,
23        Draw,
24        BothRetreat
25    }
26 }
```