```csharp
        /// <summary>
        /// get the action choice from the user
        /// </summary>
        public TravelerAction DisplayGetTravelerActionChoice()
        {
            TravelerAction travelerActionChoice = TravelerAction.None;
            bool usingMenu = true;

            while (usingMenu)
            {
                //
                // set up display area
                //
                ConsoleUtil.HeaderText = "Traveler Action Choice";
                ConsoleUtil.DisplayReset();
                Console.CursorVisible = false;

                DisplayGameStatus();

                //
                // display the menu
                //
                Console.WriteLine(
                    "\t" + "*************************" + Environment.NewLine +
                    "\t" + "Traveler Actions" + Environment.NewLine +
                    "\t" + "*************************" + Environment.NewLine +
                    "\t" + "A. Look Around" + Environment.NewLine +
                    "\t" + "B. Look At" + Environment.NewLine +
                    "\t" + "C. Talk To" + Environment.NewLine +
                    "\t" + "D. Pick Up Item" + Environment.NewLine +
                    "\t" + "E. Pick Up Treasure" + Environment.NewLine +
                    "\t" + "F. Put Down Item" + Environment.NewLine +
                    "\t" + "G. Put Down Treasure" + Environment.NewLine +
                    "\t" + "H. Travel" + Environment.NewLine +
                    "\t" + "I. Battle" + Environment.NewLine +
                    //
                    // commented out when not debugging
                    //
                    //"\t" + Environment.NewLine +
                    //"\t" + "*************************" + Environment..NewLine +
                    //"\t" + "Traveler Information" + Environment.NewLine +
                    //"\t" + "*************************" + Environment.NewLine +
                    //"\t" + "J. Display General Traveler Info" + Environment.NewLine +
```

```csharp
                    //"\t" + "K. Display Traveler Inventory" + Environment.NewLine +
                    //"\t" + "L. Display Traveler Treasure" + Environment.NewLine +
                    //"\t" + Environment.NewLine +
                    //"\t" + "**************************" + Environment.NewLine +
                    //"\t" + "Game Information" + Environment.NewLine +
                    //"\t" + "**************************" + Environment.NewLine +
                    //"\t" + "M. Display All TARDIS Destinations" + Environment.NewLine +
                    //"\t" + "N. Display All Game Items" + Environment.NewLine +
                    //"\t" + "O. Display All Game Treasures" + Environment.NewLine +
                    //
                    "\t" + Environment.NewLine +
                    "\t" + "**************************" + Environment.NewLine +
                    "\t" + "Q. Quit" + Environment.NewLine);

                ConsoleUtil.DisplayMessage("What would you like to do (Type Letter).");
                Console.WriteLine();

                //
                // get and process the user's response
                // note: ReadKey argument set to "true" disables the echoing of the key press
                //
                ConsoleKeyInfo userResponse = Console.ReadKey(true);
                switch (userResponse.KeyChar)
                {
                case 'A':
                case 'a':
                        travelerActionChoice = TravelerAction.LookAround;
                        usingMenu = false;
                        break;
                case 'B':
                case 'b':
                        travelerActionChoice = TravelerAction.LookAt;
                        usingMenu = false;
                        break;
                case 'C':
                case 'c':
                        travelerActionChoice = TravelerAction.TalkTo;
                        usingMenu = false;
                        break;
                case 'D':
                case 'd':
                        travelerActionChoice = TravelerAction.PickUpItem;
                        usingMenu = false;
```

```
                                break;
                case 'E':
                case 'e':
                        travelerActionChoice = TravelerAction.PickUpTreasure;
                        usingMenu = false;
                        break;
                case 'F':
                case 'f':
                        travelerActionChoice = TravelerAction.PutDownItem;
                        usingMenu = false;
                        break;
                case 'G':
                case 'g':
                        travelerActionChoice = TravelerAction.PutDownTreasure;
                        usingMenu = false;
                        break;
                case 'H':
                case 'h':
                        travelerActionChoice = TravelerAction.Travel;
                        usingMenu = false;
                        break;
                case 'I':
                case 'i':
                        travelerActionChoice = TravelerAction.Battle;
                        usingMenu = false;
                        break;
                case 'J':
                case 'j':
                        travelerActionChoice = TravelerAction.TravelerInfo;
                        usingMenu = false;
                        break;
                case 'K':
                case 'k':
                        travelerActionChoice = TravelerAction.TravelerInventory;
                        usingMenu = false;
                        break;
                case 'L':
                case 'l':
                        travelerActionChoice = TravelerAction.TravelerTreasure;
                        usingMenu = false;
                        break;
                case 'M':
                case 'm':
```

```csharp
                                travelerActionChoice = TravelerAction.ListTARDISDestinations;
                                usingMenu = false;
                                break;
                        case 'n':
                        case 'N':
                                travelerActionChoice = TravelerAction.ListItems;
                                usingMenu = false;
                                break;
                        case 'O':
                        case 'o':
                                travelerActionChoice = TravelerAction.ListTreasures;
                                usingMenu = false;
                                break;
                        case 'Q':
                        case 'q':
                                travelerActionChoice = TravelerAction.Exit;
                                usingMenu = false;
                                break;
                        default:
                                Console.WriteLine(
                                    "It appears you have selected an incorrect choice." + Environment.NewLine +
                                    "Press any key to continue or the ESC key to quit the application.");

                                userResponse = Console.ReadKey(true);
                                if (userResponse.Key == ConsoleKey.Escape)
                                {
                                    usingMenu = false;
                                }
                                break;
                    }
                }
            Console.CursorVisible = true;

            return travelerActionChoice;
        }

        /// <summary>
        /// display the game status variables
        /// </summary>
        private void DisplayGameStatus()
        {
            Console.Write(
                "\t" + Environment.NewLine +
```

```csharp
                    "\t" + $"**************************"       + Environment.NewLine +
                    "\t" + $"        Game Status "            + Environment.NewLine +
                    "\t" + $""                                + Environment.NewLine +
                    "\t" + $" Health: {_gameTraveler.Health}" + Environment.NewLine +
                    "\t" + $" Lives: {_gameTraveler.Lives}"   + Environment.NewLine +
                    "\t" + $"**************************"       + Environment.NewLine);
            Console.WriteLine();
        }
```