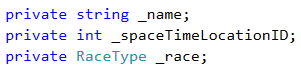
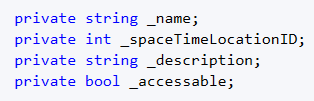
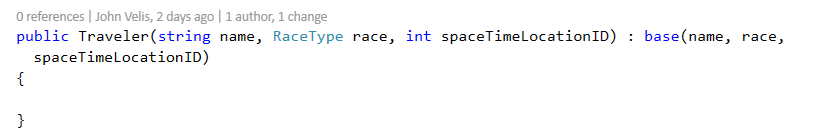
## The TARDIS Project Demonstration

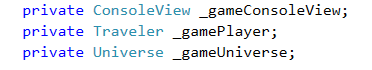
### Sprint 1

1. Discuss and explore the ConsoleUtil class.
2. Models
   1. Character.cs
      1. Enum RaceType
      2. 
      3. Add Constructor with 3 parameters
   2. SpaceTimeLocations.cs
      1. 
   3. Traveler.cs
      1. Add Constructor with 3 parameters and reference to base class

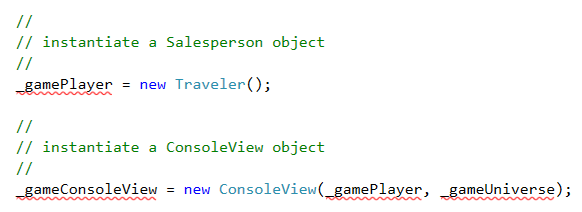


* 1. TravelerAction.cs
     1. Explore
  2. Universe.cs
     1. Add list of SpaceTimeLocations with auto implemented property
     2. Add constructor and initialize the list
     3. Note GetSpaceTimeLocationByID() method

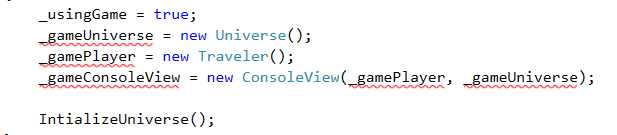
1. Program
   1. Instantiate a Controller object
2. Controller
   1. Note bool fields: \_usingGame and \_missionInitialized
   2. Add objects fields



* 1. Complete the constructor



* 1. Complete InitializeGame



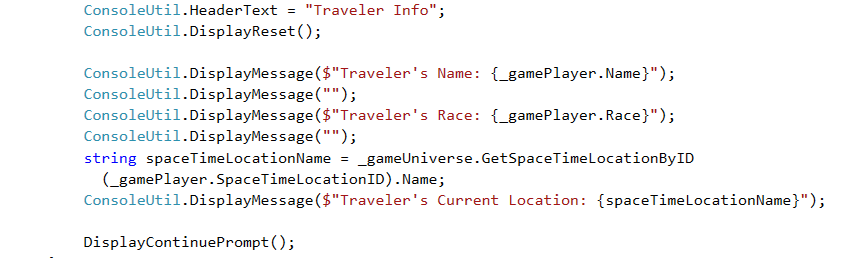
* 1. Explore InitializeUniverse() method
  2. Explore ManageGameLoop and DisplayGetTravelerActionChoice
  3. InitializeMission
     1. DisplayMissionSetupIntro()
     2. DisplayGetTravelersName()
     3. DisplayGetTravelersRace()
     4. DisplayGetTravelersNewDestination()
        1. Universe.GetSpaceTimeLocationByID
           1. Exception thrown

1. ConsoleView
   1. Add object fields



* 1. Initialize object fields in constructor
  2. Update InitializeConsole

1. Start coding out menu
   1. Mission Setup
      1. DisplayMissionSetupIntro()
      2. DisplayGetTravelersName()
      3. DisplayGetTravelersRace()
      4. DisplayGetTravelersNewDestination()
         1. Universe.GetSpaceTimeLocationByID
            1. Exception thrown
      5. DisplayMissionConfirmation()
   2. DisplayTravelerInfo()



* 1. DisplayListAllTARDISDestinations()
  2. DisplayLookAround()



### Sprint 2

1. Create the GameObject abstract class.
2. Create the Jewel class and inherit from the GameObject class.