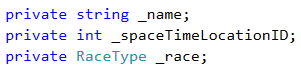
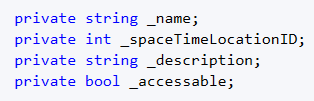
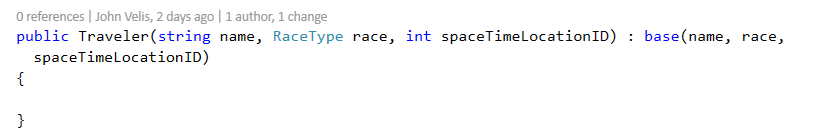
## The TARDIS Project Demonstration

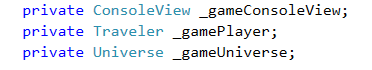
### Sprint 1

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

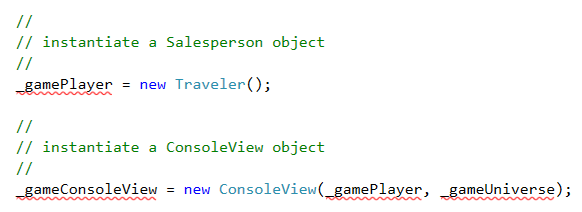


* 1. TravelerAction.cs
     1. Explore
  2. Universe.cs
     1. Add list of SpaceTimeLocations with auto implemented property
     2. Add constructor and initialize the list
     3. Note GetSpaceTimeLocationByID() method

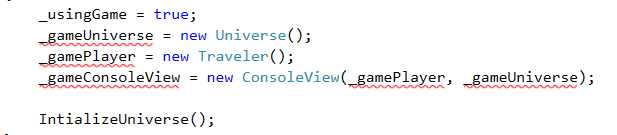
1. Program
   1. Instantiate a Controller object
2. Controller
   1. Note bool fields: \_usingGame and \_missionInitialized
   2. Add objects fields



* 1. Complete the constructor



* 1. Complete InitializeGame



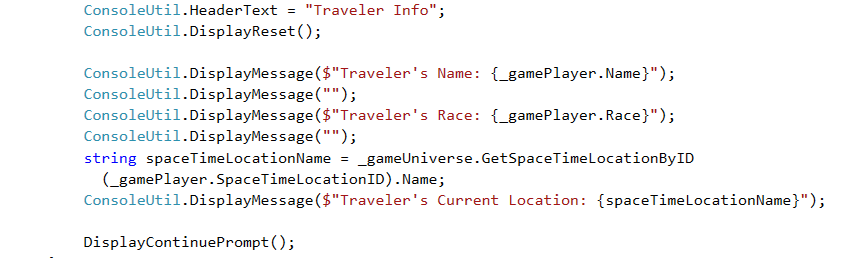
* 1. Explore InitializeUniverse() method
  2. Explore ManageGameLoop and DisplayGetTravelerActionChoice
  3. InitializeMission
     1. DisplayMissionSetupIntro()
     2. DisplayGetTravelersName()
     3. DisplayGetTravelersRace()
     4. DisplayGetTravelersNewDestination()
        1. Universe.GetSpaceTimeLocationByID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

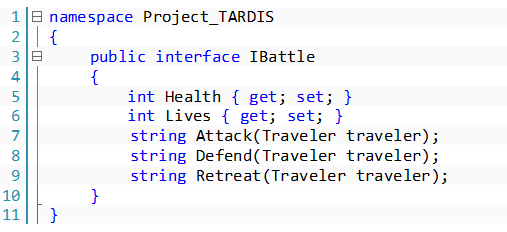


### Sprint 2

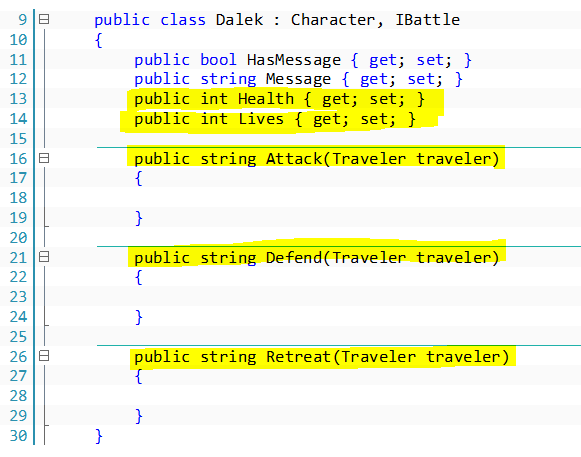
1. Create the Object abstract class.
2. Create the Jewel class and inherit from the Object class.
3. Create the Furniture class and inherit from the Object class.
4. Create the GallifrianMirror class and inherit form the Object class.
5. Ff

### Sprint 4 - Interfaces

1. Add the **IBattle** interface.



1. Implement the **IBattle** interface with the **Dalek** class. Rough in the properties and methods.



1. Implement the **IBattle** interface with the **Traveler** class. Rough in the properties and methods.
2. Add the **Battle** method to the controller.
3. Add Battle to the **TravelerAction** enum.
4. Modify the **DisplayGetTravelerActionChoice** in the **ConsoleView** to include “Battle” as a choice.
5. Modify the **ManageGameLoop** method in the controller to handle the **Battle** **TravelerAction** and call the **Battle** method.
6. Add **BattleAction** enum.
7. Add **DisplayGetBattleActionChoice** method to the **ConsoleView**.

* Set battle index for traveler and daleks
* Set aggressive index for daleks