**User Interface TDD**

1. **Description:**

The User Interface will handle the display and management of data while playing the game. It will be constantly accessed after the game has been configured and started.

1. **Asset Requirements:**

* Vehicles Panel
* Loads Panel
* Detailed Information Panel
* Date and Time panel
* Speed controls
* Buttons for sub-section access
* Modular text boxes for data print-outs
* Scroll Boxes for listing of objects