

```

12 | public class Universe
13 | {
14 |     #region ***** define all lists to be maintained by the Universe object *
      *****
15 |
16 |         // ...
19 |         public List<SpaceTimeLocation> SpaceTimeLocations { get; set; }
20 |
21 |         // ...
24 |         public List<Item> Items { get; set; }
25 |
26 |
27 |         // ...
30 |         public List<Treasure> Treasures { get; set; }
31 |
32 |     #endregion
33 |
34 |     #region ***** constructor *****
35 |
36 |         // ...
39 |         public Universe()
55 |
56 |     #endregion
57 |
58 |     #region ***** define methods to get the next available ID for game
      elements *****
59 |
60 |         /// <summary> return the next available ID for a SpaceTimeLocation object
      *****
64 |         private int GetNextSpaceTimeLocationID()
78 |
79 |         /// <summary> return the next available ID for an item
83 |         private int GetNextItemID()
97 |
98 |         /// <summary> return the next available ID for a treasure
102 |         private int GetNexTreasureID()
116 |
117 |     #endregion
118 |
119 |     #region ***** define methods to return game element objects *****
120 |
121 |         /// <summary> get a SpaceTimeLocation object using an ID
126 |         public SpaceTimeLocation GetSpaceTimeLocationByID(int ID)
153 |
154 |         /// <summary> get an item using an ID
159 |         public Item GetItemtByID(int ID)
186 |
187 |         /// <summary> get a treasure using an ID
192 |         public Treasure GetTreasuretByID(int ID)
219 |
220 |     #endregion
221 |
222 |     #region ***** define methods to get lists of game elements by location *
      *****
223 |
224 |
225 |         /// get a list of items using a space-time location ID ...
229 |         public List<Item> GetItemtsBySpaceTimeLocationID(int ID)
249 |
250 |         /// get a list of treasures using a space-time location ID ...
254 |         public List<Treasure> GetTreasuresBySpaceTimeLocationID(int ID)

```

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274 |
275 |         #endregion
276 |
277 | #region ***** define methods to initialize all game elements *****
278 |
279 |     /// <summary> initialize the universe with all of the space-time locations
282 |         private void IntializeUniverseSpaceTimeLocations()
313 |
314 |     /// <summary> initialize the universe with all of the items
317 |         private void IntializeUniverseItems()
352 |
353 |     /// <summary> initialize the universe with all of the treasures
356 |         private void IntializeUniverseTreasures()
382 |
383 |     #endregion
384 |
385 | }
```