You and your pair programming teammate have been hired by a firm to provide a console-based prototype of a space game. Based on product owner requirements, spend the next few days implementing a space game where you travel from planet to planet (not less than 5 planets) buying and selling goods.

**Requirements: a class library project that will be consumed by the console app project and a test project**

**Deliverables**:

1. An algorithm,
2. IPO chart (Input, Process, Output),
3. Mockup depicting the output to the screen
4. and a flowchart depicting the flow of the program,
5. classes with method stubs and properties via a class diagram,
6. use cases or test method stubs ,
7. a list of assignments per team member with dates to be completed by

Your directory structure should be laid out as follows. Files listed represent a minimum set of included files; you will have more that aren't listed. Your submission should be a single ZIP archive created with git archive or Github's ZIP download.

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|- code/

| |- PROJECT.sln  
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|- docs/

| |- requirements.md

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|- README.md