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.

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 link to Github's and make it public.

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|- code/

| |- PROJECT.sln  
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|- docs/

| |- requirements.md

|  
|- README.md

Space-trading game

* Console, text based
* trade between planets for profit
  + Bitcoin
* travel between the planets:
  + earth 300
    - Water
      * 1Gal = 1 Bitcoin
    - Water Farmer
  + alpha centauri B 400
    - Minerals
      * 1 pc = 1 Bitcoin
    - Blood Miner
  + Gunnar 500
    - Nuclear Reactor
      * 1 Bomb = 1 Bitcoin
    - Nuclear Physicist
* Nike 600
  + - Robots
      * 1 Robot = 1 Bitcoin
    - Tesla Maker
* Walmart 200
  + - Soylent Green
      * 1 sack = 1 Bitcoin
    - Soylent Grinder. 21 yr old
* distance / time relation based on Star Trek TNG Warp Factor
* Trade any goods or services you wish

Include:

* Compelling story - includes "good ending"
* "Bad" End conditions:  60 yo, or assets value <= 0
* Start conditions:  18 yo character w ship or means to acquire
* 2D grid system for planet locations
* per-planet goods value
* one universal currency
* minimum 5 items of trade

Dashboard

* Time/Age
* Distance
* Money
* Assets
  + 4 Robots
  + Nuclear reactor
  + 1 Water
  + 2 Soylent Green
  + 3 Minerals

Distance

* Age 1 : 100 LY
  + 1 NR = Age 1 : 100 LY
  + 2 NR = Age .50 : 100 LY
  + 3 NR = Age .10 : 100LY
* Value of Goods (VoG) 1 LY = 1 Bitcoin

Character:

* Player
  + Age
  + Wallet
* NPC

Goods (currency??)

* 4 Robots
* Nuclear reactor
* 1 Water
* 2 Soylent Green
* 3 Minerals

Spaceship

Asteroids

Planets (distance)

* Earth
* Alpha Centauri B
* Gunnar
* Nike
* Walmart

GAME OVER

* Age at 60
* No Money
* Hitting Asteriods