```
 9  ☐    public class Controller
10  |    {
11  ☐        #region FIELDS
12  |
13  |        private bool _usingGame;
14  |
15  ☐        //
16  |        // declare all objects required for the game
17  |        // Note - these field objects do not require properties since they
18  |        //        are not accessed outside of the controller
19  |        //
20  |        private ConsoleView _gameConsoleView;
21  |        private Traveler _gameTraveler;
22  |        private Universe _gameUniverse;
23  |
24  |        #endregion
25  |
26  ⊞            PROPERTIES
30  |
31  ☐        #region CONSTRUCTORS
32  |
33  ☐        public Controller()
34  |        {
35  |            InitializeGame();
36  |
37  |            //
38  |            // instantiate a Salesperson object
39  |            //
40  |            _gameTraveler = new Traveler();
41  |
42  |            //
43  |            // instantiate a ConsoleView object
44  |            //
45  |            _gameConsoleView = new ConsoleView(_gameTraveler, _gameUniverse);
46  |
47  |            //
48  |            // begins running the application UI
49  |            //
50  |            ManageGameLoop();
51  |        }
52  |
53  |        #endregion
54  |
55  ☐        #region METHODS
56  |
57  ⊞            /// <summary> initialize the game
60  ⊞            private void InitializeGame()
68  |
69  ⊞            /// <summary> method to manage the application setup and control loop          ↵
    |
72  ⊞            private void ManageGameLoop()
137 |
138 ⊞            /// <summary> initialize the traveler's starting mission  parameters          ↵
    |
141 ⊞            private void InitializeMission()
154 |
155 ⊞            /// <summary> add a game item to the traveler's inventory
159 ⊞            private void AddItemToTravelersInventory(int itemID)
168 |
169 ⊞            /// <summary> add a game treasure to the traveler's inventory
173 ⊞            private void AddItemToTravelersTreasure(int itemID)
182 |
183 |        #endregion
```

```
184          }
```