

```

12 public class ConsoleView
13 {
14     #region FIELDS
15
16     // ...
19     Universe _gameUniverse;
20     Traveler _gameTraveler;
21
22     #endregion
23
24     PROPERTIES
25
26
27
28     #region CONSTRUCTORS
29
30     /// <summary> default constructor to create the console view objects
31
32
33     public ConsoleView(Traveler gameTraveler, Universe gameUniverse)
34     {
35         _gameTraveler = gameTraveler;
36         _gameUniverse = gameUniverse;
37
38         InitializeConsole();
39     }
40
41     #endregion
42
43     #region METHODS
44
45     /// <summary> initialize all console settings
46     private void InitializeConsole()
47
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54     /// <summary> display the Continue prompt
55     public void DisplayContinuePrompt()
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64     /// <summary> display the Exit prompt on a clean screen
65     public void DisplayExitPrompt()
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92     public void DisplayWelcomeScreen()
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116     public void DisplayMissionSetupIntro()
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141     public void DisplayMissionSetupConfirmation()
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165     public string DisplayGetTravelersName()
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189
190     public Traveler.RaceType DisplayGetTravelersRace()
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245     public SpaceTimeLocation DisplayGetTravelersNewDestination()
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323
324     public void DisplayTARDISDestinationsTable()
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347
348     public TravelerAction DisplayGetTravelerActionChoice()
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443 | /// <summary> display information about the current space-time location
    |
446 | public void DisplayLookAround()
469 |
470 | /// <summary> display a list of all TARDIS destinations
473 | public void DisplayListAllTARDISDestinations()
489 |
490 | /// <summary> display a list of all game items
493 | public void DisplayListAllGameItems()
524 |
525 | /// <summary> display a list of all game treasures
528 | public void DisplayListAllGameTreasures()
558 |
559 | /// <summary> display the current traveler information
562 | public void DisplayTravelerInfo()
576 |
577 | /// <summary> display the current traveler inventory
580 | public void DisplayTravelerItems()
598 |
599 | /// <summary> display the current traveler's treasure
602 | public void DisplayTravelerTreasure()
621 |
622 | #endregion
623 | }
```