1. Phase I
   1. Choose planet to begin commerce
      1. Venus
      2. Earth
      3. Lune
      4. Mars
      5. Europa
      6. Garage
   2. Interact with local Merchant
      * 1. Accept or deny Merchants offer
        2. If rejected Player leaves the planet
        3. Object of the game is to purchase a moonrock
           1. If on ‘Lune’ and Player has sufficient gold, the rock can be purchased, and the game is won
           2. If rejected Player must continue to visit planets and gathering resources
           3. Return to 1.a.
2. Phase II
   1. Utilizing the class library to facilitate user input
   2. Gold standard economy
      1. Trading gold for resources and vice versa
   3. Migrate to Universal Windows Project (UWP)
      1. Implementation of a Graphical User Interface (GUI)