CMPT 213 Assignment 3 - Use Case
Play Game

1. The game will allow 0 to 3 arguments from the user in the beginning, and will use the default values and game mode if nothing is specified
2. The user will be prompted to enter an initial position on the game board and will be asked again if an invalid position is entered
3. A game board with the user's initial position will be shown, as well as a cheat game board if it was chosen by the user in one of the three arguments
4. The user will be asked to choose to move up, down, left, right, or use a spell. The user will be continue to be asked until he chooses a valid option
5. If a spell is chosen, the user will be asked to choose one of three spells. The user will be continue to be asked until he chooses a valid option
6. The updated game board, the controls, the number of Tokimon remaining, the number of spells, and the number of Tokimon collected will be shown after every option that the user chooses
7. If the user lands on a Tokimon, he will be congratulated.
8. If the user lands on a Fokimon, he will be notified that he lost. The cheat board will then be shown and the game will end
9. The user will be congratulated if all Tokimons are collected and the game will end