

## Use Cases – Tokimon Finder

### **Play Game:**

1. The game shall accept 0 to 3 arguments and must use default values if something is not specified.
2. Arg1: Number of Tokimons (`--numToki=X`,  $X \geq 5$ )
3. Arg2: Number of Fokimons (`--numFoki=X`,  $X \geq 5$ )
4. Arg3: Enable Cheat Mode (`--cheat`)
  - a. Display game board including positions of Tokimons and Fokimons

### **As a Player:**

1. I shall be able to start the game from a valid location
  - a. If location is invalid, I must be prompted again to enter initial location/
2. I must begin with three spells
  - a. Jump
    - i. Allows me to jump from my current location on the grid to a different valid location
  - b. Reveal Location of a Tokimon
    - i. Randomly reveals a location of a Tokimon on the grid
    - ii. If only one Tokimon is left to be revealed, the game must reveal its location and I have won the game and shall be congratulated!
  - c. Kill a Fokimon
    - i. Randomly kill a Fokimon on the grid
    - ii. If no Fokimons are available, I should not be able to use my spell
3. If I used the cheat mode, I must be able to see contents of every location on the grid
4. At each turn I must be asked to
  - a. move up, down, left, or right from my current position or,
  - b. use a spell
  - c. Prompt again if invalid input
5. If I choose to use a spell
  - a. I should be asked which spell
  - b. I should be able to use a spell only once
  - c. Prompt again if invalid input
  - d. My spell must be used, and I should be taken back to option 4
6. If I land on a Fokimon then the game is over! And I must be notified
7. If I land on a Tokimon then I should be notified and congratulated!
  - a. I should be taken back to option 4
8. My location and the grid should be updated after each valid move
9. At each move I should be able to see a map of what is known about the grid

- 10.** After a move is made, I must be able to see
  - a.** Number of Tokimons collected
  - b.** Number of Tokimons remaining
  - c.** Number of spells remaining
- 11.** At each point I should be given clear instructions to the buttons I can press to proceed.
- 12.** If I collected all the Tokimons, I have won the game and should be congratulated!
- 13.** I should be able to see the locations of the Fokimons on the grid after winning.