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 >= 5)
3. Arg2: Number of Fokimons (*--numFoki=X,* X >= 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
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.