

CRC Cards

CellState	
<ul style="list-style-type: none">* Provides a basic structure of the state of a cell in the Game Grid.* Contains boolean member variables which store information like is there a Tokimon or Fokimon in that space or not, is it visited or not, etc.	Grid

Grid	
<ul style="list-style-type: none">* Has a list of lists which acts like a matrix of cells.* Has different helper functions to perform actions required by Game class which can be directly called from the Game class.	CellState Game

Game	
<ul style="list-style-type: none">* Stores a game grid and other stats.* Acts as a primary model for gameplay.* Has everything action of the gameplay arranged in different funtions which can be called from the UI.	Grid

UserDisplay	
<ul style="list-style-type: none">* Has static functions to display general information to the user.* Has functions related to the object which use the information stored in Game object which was received when the UserDisplay object was instantiated by the UserConsole object.* Displays the game grid to the user and other statistics to make the gaming experience possible.	UserConsole Game

UserConsole	
<ul style="list-style-type: none"> * Instantiates a game object on which the whole user interface will be arranged. * Instantiates a UserDisplay and passes on the Game object to control the outputs to be given. * Controls all the input from the user and does the work of calling functions of the Game object in the background. * Displays accurate output to the user using UserDisplay Object according to the actions received from the user. 	Game

TokimonFinder	
<ul style="list-style-type: none"> * This class stores the main function which handles the optional command line arguments. * This class initializes a UserConsole object which acts as the primary link between the user and the program. * This class also passes on the command line arguments to the UserConsole which passes it on to a Game object. 	UserConsole