USE CASE

Play Game

- A maximum of 3 command line arguments will be received from the user about number of Tokimons, number of Fokimons and cheat mode and error checking will be done for number of arguments and the value of the arguments the user provides.
- The Player will be provided with a set of useful instructions before starting the game.
- An initial position of the 'Tokimon Trainer' i.e. the player on the 10x10 grid will be asked for and will be checked for any errors for example the location should be inside the grid area and if any errors are found, the user will be prompted for another input.
- The game grid will be populated with Tokimons and Fokimons according to the numbers provided by the user (or default values) and display their locations as hidden with only the user visible in the initial location (all the locations will be visible if in cheat mode).
- The user will be asked to either move up, down left or right or use a spell.
- For every action the user does, there will be consequences. Either the trainer will collect a Tokiomon, either it will land on an empty cell or in the worst case it will land on a Fokimon and the user will lose the game.
- If the user chooses to use a spell, appropriate input will be taken (with error checking and input would be taken again and again until it is acceptable) and corresponding action will take place on the grid.
- After every move, the user will be displayed the current state of the whole grid along with the statistics like number of Tokimons collected, number of Tokimons remaining and number of spells remaining.
- The user will be asked to do an action until the trainer reaches and collects every Tokimon or lands on a cell occupied by a Fokimon.
- When the game ends, the user will be displayed the grid with every Tokimon and Fokimon visible along with the message about winning or losing the game.