CMPT213 Assignment3 User case
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Play Game

Actor: Player

1. Players enter the number of Tokimons and Fokimons in the terminal (both are integer) and whether to enable cheating mode.

(1 a) Check whether the two variables (numToki) and (numFoki) are positive integers. If not ask it again.

(1 b) Check whether these two variables all bigger than five and sum of them are not over the 100 (can equal to 100)

(1 c) The third argument is for cheat mode (1 is yes, 0 is no) if we miss any argument use the default (numToki=10, numFoki=5, mode is 0).

2. Player will enter the initial position string which has two characters.

(2 a) check if each character is in the range (A~J) (1~10). If not ask again.

3. System will generate a 11*11 grid with vertical and horizontal titles. And follow previous step the current position has "@"

4. Player will enter W/A/S/D to move the position

(4 a) we need to check if the input is correct if not print the game. (The capital is ok)

5. Every time player choose the input system print the current game again and show the number of collected Toki, rest of Toki and spells.

Situation 1: If player find a Toki, System print slogan and current game. The statistics data will change

Situation 2: If player find a Foki, System print end slogan and stop game. Show statistics data.

Situation 3: Player use spells: Asking enter and check the range is 1~3

       1) enter position check the range system

       2) show a Tokimon

       3) delete a Fokimon

System print the game and statistics data.

6. When player find all Tikomons then game ends. System print the cheat game and victory slogan. Show the data table.

7. System will exit.