

TokimonFinder (main)	
Number of tokimon and fokimon Boolean cheat Validates command line arguments Starts the game Adds replayability to the game	GameLogic

GameLogic	
Number of tokimon, fokimon, tokimon collected, position (x, y), number of spells available Gameboard object and its variables (see gameboard card) List of which tiles contain tokimon and fokimon Current tile and previous tile Choose which version of board to print (cheat or non cheat) Method to call UserStats to show the user's current stats Methods for spells Methods for movement Setters for position (x,y) Logic for checking tiles End the game on win or loss	GameBoard GridTile CheatGrid UserGrid UserStats

GameBoard	
Size of gameboard (rows and columns) Array of which tiles contain tokimon and fokimon Actual board itself (2d array of tiles) Responsible for creating the board randomly and storing the nonempty tiles into an array Contains methods to get the arrays and the actual board itself	GridTile

GridTile	
String of what the tile contains Booleans revealed and visited Getter and setter for the contents of the tile Getters and setters for whether the tile has been revealed or visited Methods to reset any edited tiles when game ends	

CheatGrid	
Knows the actual board	

Prints the cheat version of the board and its legend Prints the actual board and the legend at the end of the game	
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UserGrid	
Knows the actual board Prints the regular version of the board and its legend	

UserInterface	
Handles all ui that is not printing the board and its legend Get starting position Method to allow user time to read after certain move Get all user input during the game Validate input Gets whether the user would like to replay	