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

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| 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 |

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| 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 |

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| 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 |  |

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| 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 |  |

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| 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 |  |