

## Use Case

### Primary Actor

- Player /Tokimon Trainer

### Game

1. Start game
  - a. Player starts game
  - b. Specifies number of tokimon
  - c. Specifies number of fokimon
  - d. Specifies cheat mode
  - e. If no specifications starts default mode
  - f. Asks user to pick starting location
2. Gameplay
  - a. Loops until game is won or lost
  - b. Prompts player action
3. Player
  - a. Can move using WASD
  - b. Can use spell. Limited to 3 spells
    - i. 3 spell options, jump, reveal 1 tokimon, kill one fokimon
4. Updates game state
  - a. If player finds a tokimon the score increases by one
  - b. If all tokimon are found game is won
  - c. If player finds a fokimon then game is lost

### Outside game

1. Handles invalid inputs
2. If cheat mode is on it reveals all of the map
3. The game ends on a win or loss