

TokimonFinder

- | | |
|---|--|
| <ul style="list-style-type: none">• Starts a new game | <ul style="list-style-type: none">• gameRunner |
|---|--|

GameRunner

- | | |
|--|--|
| <ul style="list-style-type: none">• perform movement/spell use | <ul style="list-style-type: none">• map• UI• GameLogic |
|--|--|

GameLogic

- | | |
|---|--|
| <ul style="list-style-type: none">• move position logic | <ul style="list-style-type: none">• map• UI |
|---|--|

UI

- | | |
|---|--|
| <ul style="list-style-type: none">• print map• print win/loss screen | <ul style="list-style-type: none">• map• coordinate |
|---|--|

Map

- | | |
|--|--|
| <ul style="list-style-type: none">• store map data• initialize map data | <ul style="list-style-type: none">• coordinate |
|--|--|

Coordinate

- store data about a coordinate