

Play Game

1. User enters Tokimon/Fokimon/cheat value from commandline
 - a. User enters invalid commandline values – asked to enter correct values
 - b. User enters correct commandline values
2. User sees initial map and is prompted to enter starting coordinate
 - a. User enters out of bounds coordinate – asked to enter valid coordinate
 - b. User enters valid coordinate
 - i. User lands on an empty space
 - ii. User lands on Tokimon
 1. User wins and sees winning screen
 2. User Tokimon count increases
 - iii. User dies from Fokimon and sees losing screen
3. User views map as well as Tokimon and spell amounts, and is prompted to move or use spell
 - a. User enters invalid option – asked to enter valid option
 - b. User enters move
 - i. User enters correct WASD value
 1. User can move
 - a. User collects Tokimon
 - i. User wins game and sees winning screen
 - ii. User Tokimon count increases
 - b. User dies from Fokimon and sees losing screen
 2. User is unable to move (near an edge) – asked to enter valid movement
 3. User enters invalid letter – asked to enter valid letter
 - c. User enters spell
 - i. User enters invalid option – asked to enter valid option
 - ii. User chooses to teleport
 1. User collects a Tokimon
 - a. User wins game and sees winning screen
 - b. User Tokimon count increases
 2. User dies from Fokimon
 3. User enters out of bounds coordinate – asked to enter valid coordinate
 - iii. User chooses to reveal Tokimon
 1. All Tokimon are already revealed – asks user for another option
 2. Reveals a tokimon
 - iv. User chooses to reveal Fokimon
 1. All Fokimon are already revealed – asks user for another option
 2. Reveals a Fokimon