CRC cards

Model	Tokimon	
	• Return number of Tokimons remaining	• Grid
	• Set the positions of the Tokimons in the grid	
	• Return the positions of the Tokimons in the grid	
	• Set the number of Tokimons	

Model	Fokimon	
	• Set the positions of the Fokimons on the grid	• Grid
	• Get the positions of the Fokimons on the grid	
	• Set the number of Fokimons	
	• Get the number of Fokimons	

Model	Tokimon Trainer	
	• Get the number of spells	• Grid
	• Decrement the number of spells	
	• Increment the turn number	
	• Get the turn number	
	• Get the number of Tokimons that the player has collected	

Model	GridCell	
	• Set the type of the cell	• Grid
	• Get the type of the cell	

Model	Grid	
	• Initialize a 2D array containing 121 cells	• Tokimon
	• Set the first cell in the first row to `` ` ``	• Fokimon
		• TokimonTrainer
	• Set the remaining cells in the first row to (1-10)	• GridCell
		• Prompt
	• Set the first cell in the remaining rows to (A-J)	• GridDisplayer
	• Set the Tokimons to a random available cell	
	• Set the Fokimons to a random available cell	
	• Set the TokimonTrainer to a random available cell	
	• Fill the remaining cells with a `~`	

VI	Prompt	
	• Display "Tokimon Game Finder"	• Grid
	• Display the turn number	• Tokimon Trainer
	• Display prompt which provides the player with 2 options	
	• Take the player's input	
	• Display the number of tokimons that the player has collected	
	• Display the number of tokimons remaining	
	• Display the number of spells remaining	
	• Display "You landed on a Tokimon. Game over!"	
	• Display "Congratulations, you won!"	

UI	Grid Displayer	
	• Display the cheat mode version of the grid	• Grid
		• GridCell
	• Display the current grid	
	• Display the current grid version when you lose	
	• Display the current grid version when you win	