Use Case: "Play Game"

1. The player starts the game in the terminal by typing java TokimonFinder and adds 0-3 optional arguments (--numToki=X, --numFoki=X, --cheat).
    - The default number of Tokis is 10 and the default number of Fokis is 5.
    - If The sum of the number of Toki plus the number of Foki is greater than 100, then we will display an error.
    1.1. --cheat is entered as an argument. The 10x10 grid including the positions of the Tokimons and Fokimons is displayed.

2. "Tokimon Finder Game" line will be the subsequent line that appears.

3. Next, the line "turn X" will appear. Where X represents the turn number. Initially, it is 1.

4. Below this, a 10x10 grid filled out by '~' and one '@' will appear.
    - The first row will be filled out by the numbers 1-10. The first column will be filled out by the letters A-J.
    - '~' represents the positions that the player has not been through.
    - '@' represents the player's current position. This starting position is random.

5. Next, a prompt will appear which provides the player with the following 2 options: (1) Move up, down, left, or right from their current position (using keys W, A, S, or D). (2) Use a spell.

6.1. The player inputs '1'. The player then must now enter one of the W, A, S, D keys.
    - Both uppercase and lowercase are accepted.
    - If the input entered is none of the W, A, S, D keys, display an error and prompt the user to try again

6.2. The player inputs '2'. A prompt will appear with the following options he can enter: (1) Jump the player to another grid location. (2) Randomly reveal the location of one of the Tokimons. (3) Randomly eliminate one of the Fokimons.
    - The player will be shown the current number of spells that he currently has.
    - Each player initially has 3 spells and loses 1 spell each time a spell is used.
    6.2.1. The player enters 1.
        6.2.1.1. The player lands on a Fokimon. The current grid is displayed and the message "Landed on a Fokimon. Game over" is displayed. The game ends.
        6.2.1.2. The player lands on a Tokimon. A message "Congratulations, you found a Tokimon!" is displayed.
    6.2.2. The player inputs 2. The 10x10 grid with the position of one random Fokimon is displayed.
    6.2.3. The player inputs 3. One of the Fokimons (X) in the grid is replaced with a '~'. "A message is displayed saying "One Fokimon has been eliminated!"

7. One line displays the number of Tokimons the player has collected. The next line shows the number of Tokimons remaining. The next line shows the number of spells remaining.

8.1 The number of Tokimons remaining equals 0. Display the current grid with the player's current position, all the Tokimon positions, and all the Fokimon positions. Final line displays "Congratulations, you won!" and the program ends

8.2 The number of Tokimons remaining is greater than 0. Repeat steps 3-7.