

Use case: Play game

1. The user passes from 0 to 3 arguments to the main program. They include a number of tokimons, fokimons, and cheat mode. Precondition: the user passes a valid type of data (int). If the precondition is not met, the program exits.
2. The program will create a 10 x 10 board and populate it with random cells that store information about the type of creature in a cell.
3. The user then will be presented with a welcome and he would be displayed with a prompt to enter the initial position.
4. The user will type the position in format (Uppercase Letter + Number) that corresponds to the cell on the board. Postcondition: user enters a valid letter and number that correspond to some cell on the board.
5. The player will be displayed with the number of collected tokimons, spells remaining, and already collected tokimons on the board. He also will be presented with a board where '@' – are players' current position, '\$' – is tokimon cell, 'X' – is fokimon cell, '~' – is not yet visited cell, ' ' – is a visited cell.
6. The user is prompted with Play options:
 - a. Move *Player*
 - b. Use a *Spell*
- 7.a. The user selected to move *Player*. The player can be moved up, down, left, right. Postcondition: The user does not go out of bounds of the game *Board*. User come backs to Step 5.
- 7.b. The user selected to use *Spell*. The user prompted with 3 spells options. The user then chooses out of the available spells. Postcondition: after selection, the spell should be removed from the list, i.e. the same spell cannot be used twice. Users come backs to Step 5.
8. The game continues until the user finds the first fokimon or collects all tokimons from the board. User wins and prompted with a congratulations message. The full board of all cells is revealed.
9. Program exits.

Variations:

- 1.1. User provide > 3 # of arguments to the system. System exits
- 1.2. User passes invalid data for tokimons or fokimons. System exits
- 1.3. User gives number for tokimons but not for the fokimons. The default value of 5 set for fokimons.
- 1.4. User gives number for fokimons but not for the tokimons. The default value of 10 set for tokimons.

- 1.5. User does not include cheat mode. All creatures now are not visible initially
- 4.1 User enters lowercase letter. Program converts it to uppercase automatically. The game continues
- 4.2 User enters invalid input for position. User will be prompted with an example. User enters values until makes it right
- 5.1 Cheat mode is on. No cells with value unvisited: '~'. All positions of creatures are visible to the user
- 7.a.1 User tries to go out of bounds of the board. Prompted to change the input. User enters values until makes it right
- 7.b.1 User tries to use spell at number that does not exist. Prompted to change the input. User enters values until makes it right
- 7.b.1 User chooses spell option with no spells available. Prompted that there is no spells left. User returned to step 5.
- 8.1 User loses the game. User is presented with message that he lost. The full board of all cells is revealed.