

Assignment 3 Use Cases

Start Game

1. The user will run the program and provide anywhere from 0 to 3 arguments to configure the game state, by entering 'java TokimonFinder <additional arguments>' to their terminal.
2. The program will randomly position Tokimons and Fokimons in a 10x10 grid, and present this grid with the positions of the Tokimons and Fokimons hidden to the user.
3. The program will prompt user for an initial position to begin playing the game.

Explore Grid

- Precondition: user has started the game and has chosen a valid starting position on the grid.
- 1. The program will prompt the user to either move one square from their current position, or use a spell.
- 2. If the user chooses to move, they will input one of: W, A, S, or D, and move up, left, down, or right respectively.
 - 3A1. If the user lands on a grid containing a Tokimon, the program moves the player to the new position and notifies and congratulates the player. An '@' symbol will be displayed at their new position on the grid.
 - 3A2. If the user lands on a grid containing nothing, the program moves the player to the new position. An '@' symbol will be displayed at their new position on the grid.
 - 3A3. If the user lands on a grid containing a Fokimon, the program signals that the game is over.
- 4A1, 4A2. The program prompts user to either move or use a spell again.

Use Spell

- Precondition: user has started the game and has chosen a valid starting position on the grid.
- 1. The program will prompt the user to either move one square from their current position, or use a spell.
- 2. If the user chooses to use a spell, the program will present a list of currently available spells to the user.
 - 3A1. If the user chooses the 'jump' spell, the program will prompt the player for a new position on the grid.
 - 3A2. If the user chooses the 'reveal one tokimon' spell, the program will reveal one random tokimon with a '\$' symbol on the grid.
 - 3A3. If the user chooses the 'kill one fokimon' spell, the program will reveal one random fokimon with an 'X' symbol on the grid. If the user moves to that grid, the game will not be over.

4A1. If the user enters a valid new grid position, the program will move the player to that new grid. An '@' symbol will be displayed at their new position on the grid.

End Game

- Precondition: user has found all Tokimons on the grid OR the user has landed on a Fokimon.
- 1A1. The program will notify and congratulate the player on winning.
 - 1A2. The program will notify the player that they have lost.
 2. The program will reveal the entire grid, including all Fokimons on the grid.
 3. The program will exit.