

## Play Game

1. Before starting the game, the player has the option of giving three gameplay options in the command line, the number of Tokimon, the number of Fokimon and optional cheat mode.
  - a. If the number of Tokimon the player chooses is less than five, then the user will be prompted to give a new input.
  - b. If the number of Tokimon the player chooses is less than five, then the user will be prompted to give a new input.
  - c. If the number of Tokimons is not specified, a default value of 10 should be used for the game
  - d. If the number of Fokimons is not specified, a default value of 5 should be used for the game
  - e. If the player chooses cheat mode, the program should reveal the full board (including the positions of all Tokimons and Fokimons) to the player before starting the game. The player will begin the game after hitting enter
2. The program will ask the player for an initial position to begin on the game board. They will be shown an empty game board where the columns are labeled with numbers and the rows will be labeled with letters. The player enters a position based on the rows and columns. (ex row: "B" column: 5)
  - a. If player enters an illegal answer for rows, they will be prompted to re-enter a correct row
  - b. If player enters an illegal answer for columns, they will be prompted to re-enter a correct column
3. The player can move around the gamboard using the keyboard at each turn. They can move up, down, left, or right from their current position (using keys W, A, S, or D). If the player lands on a cell occupied by a Fokimon, then the game ends. If the player lands on a cell occupied by Tokimon, the player will be notified that they found a Tokimon, and the total number of Tokimon found will be displayed.
  - a. If the games ends, player will be shown "game over" message
  - b. If player enters incorrect keyboard prompt, a message will displayed they will be asked to try again
  - c. If the player tries to moves to a position outside of the game board, a message will be displayed and they will be asked to try again
4. While the player is moving on the board, the game board will show: "~" if it's an unknown (unvisited) location, "\$" indicates if they found a Tokimon, " " (space) if its a visited empty location, "@" for the player's current position.
  - a. If the player goes back to a location already empty, then nothing will happen

5. The player can choose between three spells, they can use any of these spells by clicking "x" on the keyboard which will be shown on the user interface. Each spell is used to either **a)** Jump the player to another grid location **b)** Randomly reveal the location of one of the Tokimons or **c)** Randomly eliminate one of the Fokimons. They can choose each by picking a number (1-3) and can only use that spell once.
  - a. If player tries to enter a number greater than 3, a message will displayed and they will be asked to try again
  - b. If the player tries to use a spell already used, a message will be displayed saying they already used this spell.
  - c. If all spells are used, when the player clicks x, a message will be displayed saying that there are no more spells.
6. The player wins the game when all the Tokimon on the gameboard have been collected. A message will be displayed saying they won the game