

Gurveen Nanua  
301546459

## CRC Cards

TokimonFinder	
<ul style="list-style-type: none"><li>- Has the main function which takes in player arguments from command line</li><li>- Sets up game and game loop</li><li>- Keeps track of score (how many Tokimons are found)</li><li>- Keeps track if player wins or loses</li></ul>	<ul style="list-style-type: none"><li>- GameSetup</li><li>- Player</li><li>- GameBoard</li></ul>

GameSetup	
<ul style="list-style-type: none"><li>- Handles number of Tokimon (input or default)</li><li>- Handles number of Fokimon (input or default)</li><li>- Asks for player initial position</li><li>- handles cheat mode option</li><li>- Error checking for arguments</li><li>-</li></ul>	<ul style="list-style-type: none"><li>- GameBoard</li><li>- Player</li><li>- CheatMode</li><li>- TokimonFinder</li></ul>

CheatMode	
<ul style="list-style-type: none"><li>- Displays gameboard with full board (including the positions of all Tokimons and Fokimons)</li></ul>	<ul style="list-style-type: none"><li>- GameBoard</li><li>- GameSetup</li></ul>

GameBoard	
<ul style="list-style-type: none"><li>- Creates game board with specified preconditions</li><li>- Put Tokimons and Fokimons randomly on the board</li><li>- Displays board to player</li><li>- Updates the board according to the player's movement</li></ul>	<ul style="list-style-type: none"><li>- GameSetup</li><li>- Player</li><li>- TokimonFinder</li></ul>

Player	
<ul style="list-style-type: none"> <li>- Gives player position on the game board</li> <li>- Move around the game board using W, A, S, D keys</li> <li>- Use spells by pressing "x" and selecting what kind of spell</li> <li>- Handles invalid inputs for movements</li> <li>- Keep track of win/lose</li> <li>- Keeping track of collected Tokimons</li> </ul>	<ul style="list-style-type: none"> <li>- GameBoard</li> <li>- TokimonFinder</li> <li>- Spells</li> </ul>

Spell	
<ul style="list-style-type: none"> <li>- Handle spell inputs</li> <li>- Lets player choose between 3 spells</li> <li>- Spell 1: allow the player to jump to another grid location</li> <li>- Spell 2: randomly reveal the location of one Tokimon</li> <li>- Spell 3: randomly eliminate one Tokimon</li> <li>- Track that each spell is used only once, or tell that all spells are used</li> </ul>	<ul style="list-style-type: none"> <li>- Player</li> <li>- GameBoard</li> <li>- TokimonFinder</li> </ul>