PLAY GAME

1) The user will provide three arguments to the application: number of Tokimons, number of Fokimons and whether the user wants to see the grid with Tokimons and Fokimons shown inside it. The application will use default arguments in case the user does not provide them.

2) The user will then enter a see a grid on screen and enter a starting position for the game to begin.

3) The game will end if a user lands on a Fokimon. If a user lands on a Tokimon, then the user will be notified, and the game will move on. If a user lands on an empty location, then the game will move on. The user will be shown the number of collected and remaining Tokimons and the number of spells left.

4) For the next move, the user will be shown the current grid and will be move up, down, left, or right, use one of the spells or exit. If the user enters an invalid argument, then the user will be asked to enter again.

5) If the user enters move up, down, left, or right, then the current location will move accordingly, and game will continue from step 3.

6) If the user enters a spell, then the game will do one step according to the spell and the game will continue from step 3.

7) A Fokimon will be represented by 'X', Tokimon by '$', current location by '@', unknown location by '~' and visited but empty location by ' '.

8) The game will be completed when all the Tokimons are found by the user or when the user exits the game.