

I/ UI CRC Card

UserInteraction	
Take and handle the initial position from user	
Take and handle user input for each turn	

DisplayOutput	
Display the game grid	Game
Display the final state of the game	Trainer
Show the status of the game and trainer's spell	Cell

II/ Logic Model CRC Card

TokimonFinder	
Take & validate command-line argument	Game
Initialize and start the game	Trainer
Create the trainer	Character
Decide if the player win or lose	DisplayOutput
	UserInteraction

Game	
Initialize the game grid	Trainer
Populate the grid with fokimons and tokimons randomly	Character
Track the status of fokimons and tokimons	Cell
Update the grid according to trainer's movement	

Trainer	
Strore and manage trainer's position	Game
Handle trainer's movement	Character
Manage the usage of spells	Cell
	UserInteraction

Cell	
Store and manage cell content	
Store and provide information about visitation status	

Character	
Store and manage character's position	
Know whether it is revealed to trainer	