Tokimon Finder UML Class Diagram

Tokimon

+getSymbol()

Fokimon

+getSymbol()

TokimonFinder

+main()

DisplayGrid

+displayCheatersGrid()
+display()

Cell_Abstract

+getSymbol()

Spell

+remainingSpells

+useSpell()

GameGrid

+Cell[][] grid
+boolean[][] visited
+int numToki
+int numFoki
+int collectedToki
+Position playerPosition

+initializeGrid()
+movePlayer()
+teleportPlayer()
+isGameWon()
+isGameLost()

Position

+int row
+int column

+moveUp()
+moveDown()
+moveLeft()
+moveRight()