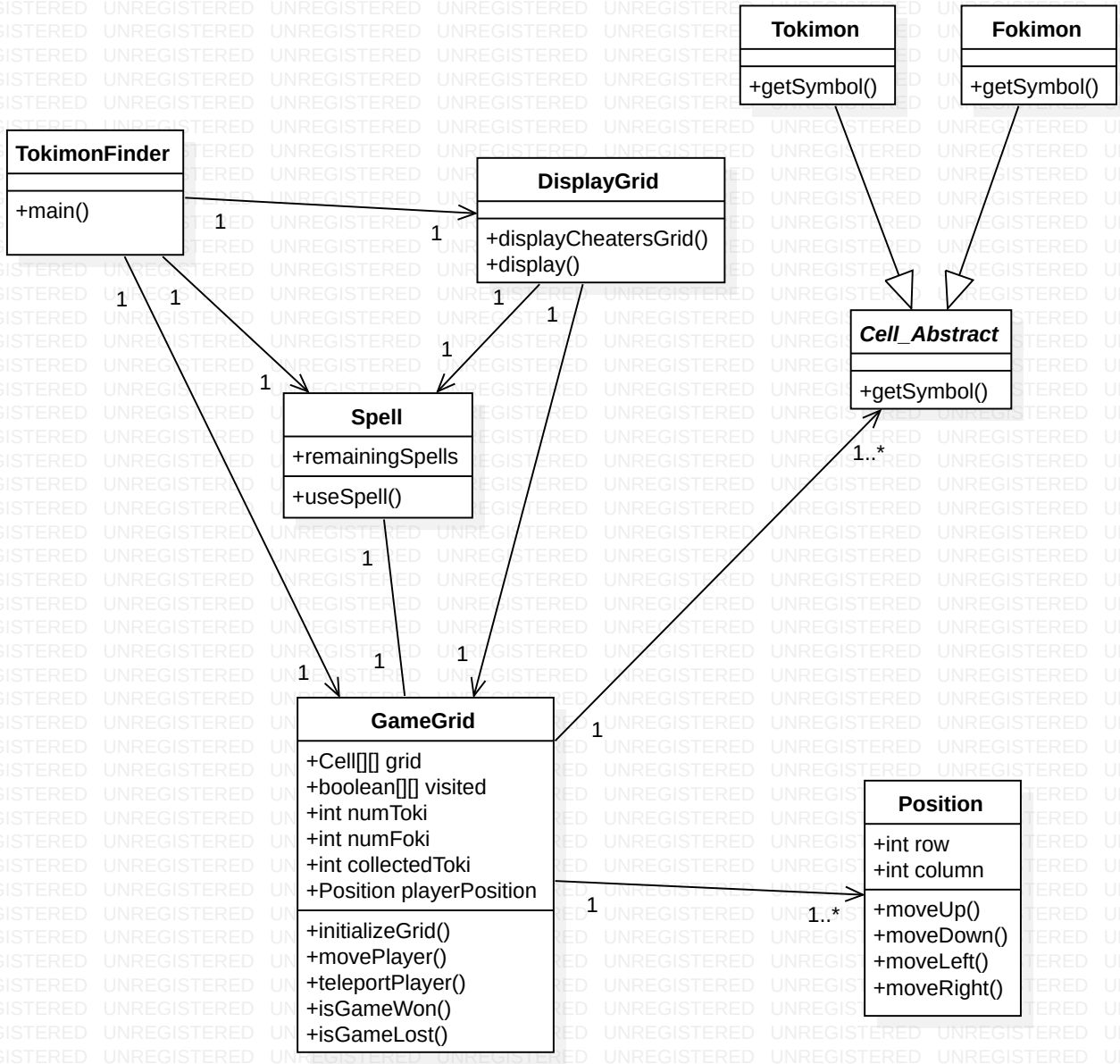
Model::Main


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()
1
1..*