Tokimon Finder CRC Cards

Class: TokimonFinder

Responsibilities:

Responsible for running the game and managing the game loop.

Initializes game settings and options.

Handles user input and game state transitions.

Manages error handling and recovery from incorrect user input.

Collaborators:

GameGrid

DisplayGrid

Spell

Position

Class: GameGrid

Responsibilities:

Represents the game grid and its cells (Tokimons, Fokimons, empty cells).

Manages player's position and game state.

Handles cell initialization and placement.

Implements game rules (collecting Tokimons, revealing Fokimons, teleportation).

Collaborators:

Tokimon

Fokimon

Cell

Position

Spell

Class: DisplayGrid

Responsibilities:

Displays the game grid to the user, either in normal or cheat mode.

Shows player's position, visited cells, and game information.

Collaborators:

GameGrid

Spell

Class: Spell

Responsibilities:

Represents spells that the player can use in the game.

Manages the number of remaining spells.

Handles spell actions (reveal Tokimon, reveal Fokimon, teleportation).

Collaborators:

GameGrid

Class: Position

Responsibilities:

Represents a position within the game grid (row and column).

Manages movement and teleportation of the player.

Checks equality between positions.

Collaborators:

GameGrid

Spell

Class: Cell

Responsibilities:

Serves as an abstract base class for grid cells (e.g., Tokimon, Fokimon).

Provides a contract for specific cell types to implement getSymbol.

Collaborators:

Tokimon

Fokimon

Class: Tokimon

Responsibilities:

Represents Tokimon cells on the game grid.

Implements the getSymbol method to return the Tokimon symbol ('$').

Collaborators:

Cell

Class: Fokimon

Responsibilities:

Represents Fokimon cells on the game grid.

Implements the getSymbol method to return the Fokimon symbol ('X').

Collaborators:

Cell