**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