

FieryDragonsGameBoardController	
Initialize the game board	FieryDragonGameBoard
Set up the UI for the game board	FieryDragonGameBoard
Create UI for volcano cards	FieryDragonGameBoard, VolcanoCardGroup, VolcanoCard
Create UI for cave cards	FieryDragonGameBoard, CaveCard
Create Ui for dragon cards	FieryDragonGameBoard, DragonCard
Create UI for players	FieryDragonGameBoard, Player
Place player tokens on the board	FieryDragonGameBoard, Player
Handle click events on dragon cards	FlipCardPane, DragonCard
End the current player's turn	FieryDragonGameBoard, Player
Change to the next player's turn	FieryDragonGameBoard, Player
Display winning message	
Create information cards	
Style labels	
Determine if two dragon cards are the same	FlipCardPane, DragonCard

FieryDragonsGameBoard	
Initialize the game board	VolcanoCard, LocationCard CaveCard DragonCard Player Player, LocationCard Player Player,DragonCard, CaveCard, VolcanoCard, LocationCard
Add volcano cards to the board	
Add caves to the board	
Add dragon cards to the board	
Initialize players	
Determine destination based on player's move	
Manage current player	
Provide access to game elements	
Manage game board state	

DragonCard	
Represent a dragon card in the game	Card, FieryDragonsGameBoard, Player
Implement card flipping functionality	Player, FieryDragonsGameBoard
Determine the outcome of flipping a card	Player, FieryDragonsGameBoard
Manage the number of creatures on the card	Player, FieryDragonsGameBoard
Update player position based on card flipping	Player, FieryDragonsGameBoard
Handle player position based on card flipping	Player, FieryDragonsGameBoard

Player	
Track player's current location	LocationCard, GridPane
Move player on the game board	GridPane, VolcanoCard
Generate player instance	CreatureType
Process player's move	GridPane, VolcanoCard
Highlight player's token	Circle, Color
Unhighlight player's token	Circle, Color
Update player's move count	
Determine if player has won	
Set move counter	
Set location index	
Set player's win status	
Get player's win status	
Get player's move counter	
Get player's location index	
Get player's win status	
Get player's frozen status	

Card	
Represent a card in the game	Symbol, ImageView, Image
Hold the symbol of the card	Symbol
Hold the image view of the card	ImageView, Image
Hold the type of the card	CardType
Set the card type	CardType
Set the card symbol	Symbol
Set the card image view	ImageView, Image
Get the card type	
Get the card symbol	
Get the card image view	ImageView

LocationCard	
Represent a location card in the game	Card
Manage spatial attributes (row, column)	FieryDragonsGameBoard
Establish linked relationships with other cards	Player
Determine player occupancy	
Provide methods for setting and getting linked cards	