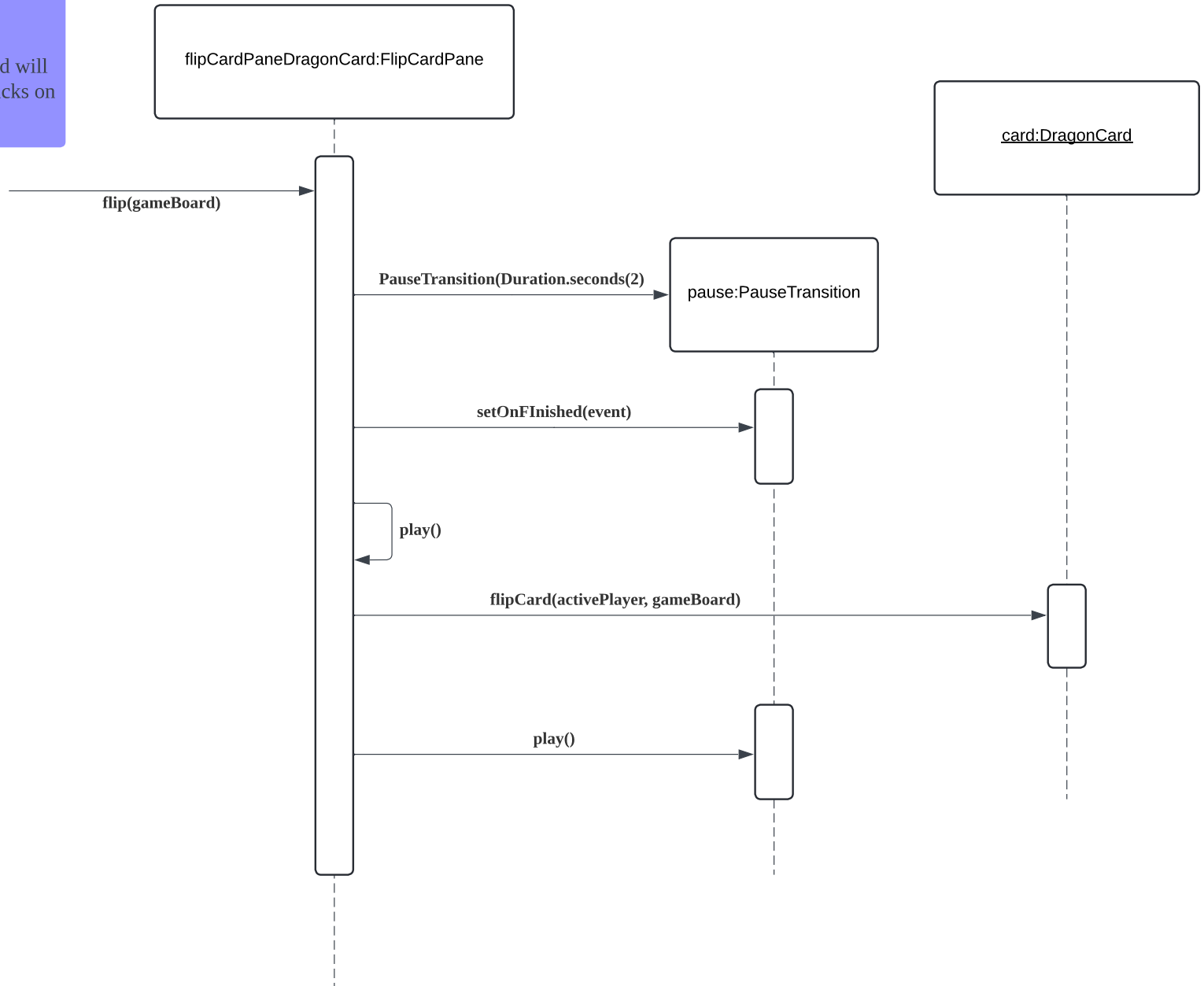


Setting Up the Board
This sequence diagrams shows how the gameBoard is being setup where the cave card, volcano card and dragon card gets created. Then, the UI for the gameBoard will be created

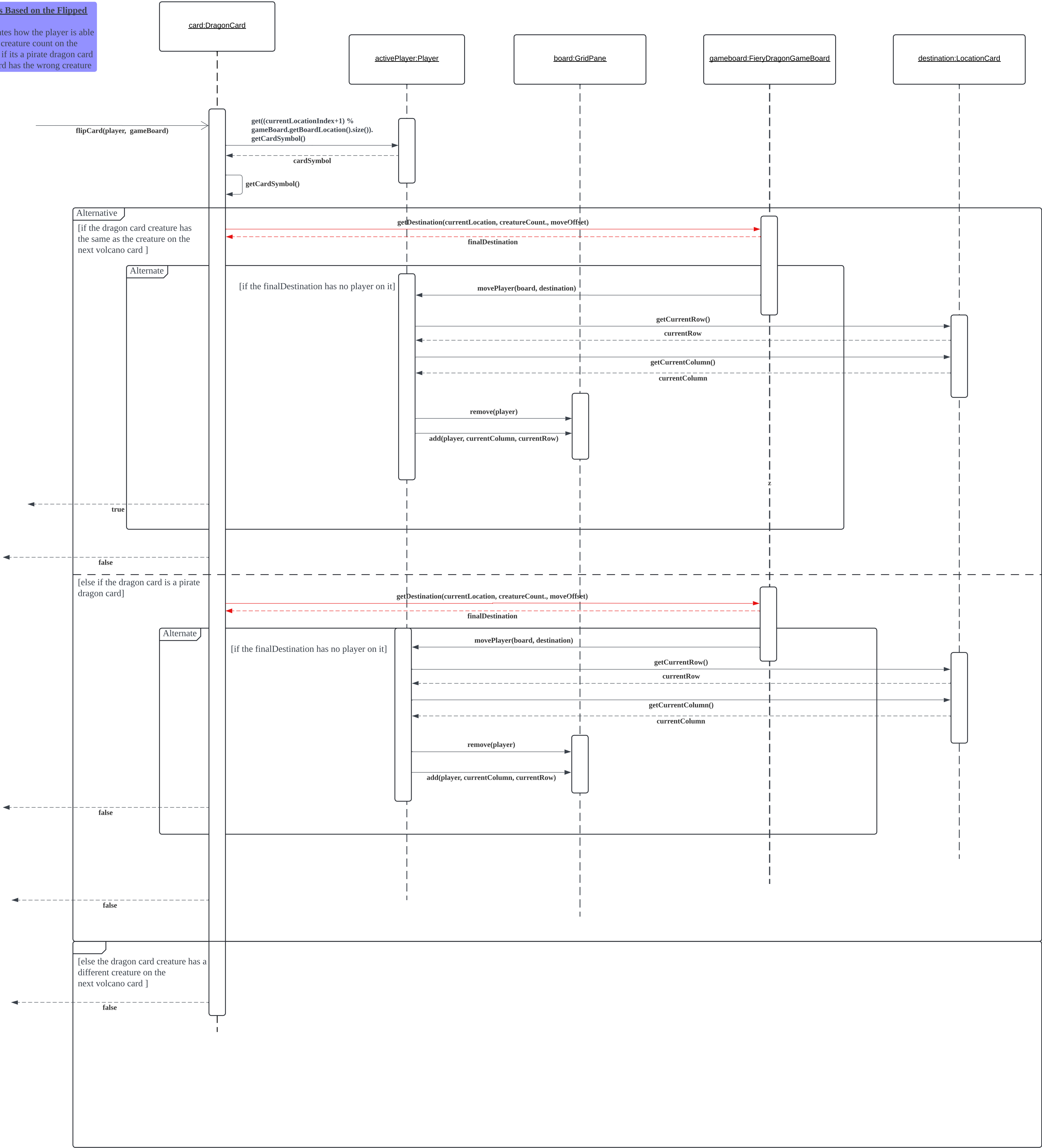


flipping of dragon cards:

This sequence diagram will illustrate how a dragon card will be flipped when a player clicks on a dragon card

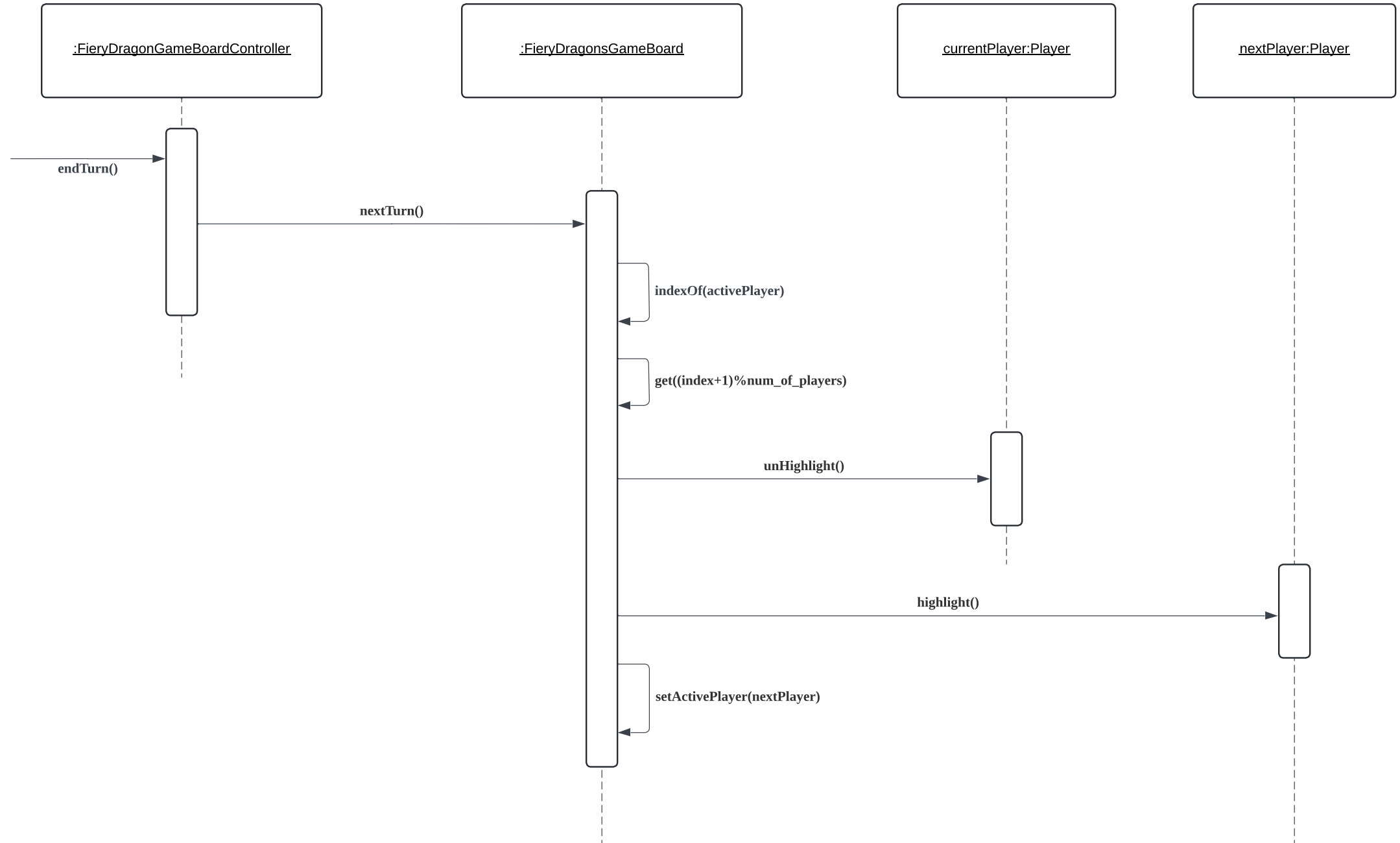


Movement of Dragon Tokens Based on the Flipped Dragon Card
This sequence diagram illustrates how the player is able to move forward based on the creature count on the dragon card, move backwards if its a pirate dragon card and not move if the dragon card has the wrong creature



Change of Turn To the Next Player

This sequence diagram shows how the game change turn to the next player once the previous player choose the dragon card with the wrong dragon card creature



Winning the Game.

This sequence diagram shows how a player can win the game by landing back at its original home cave after traversing a circle around the board

