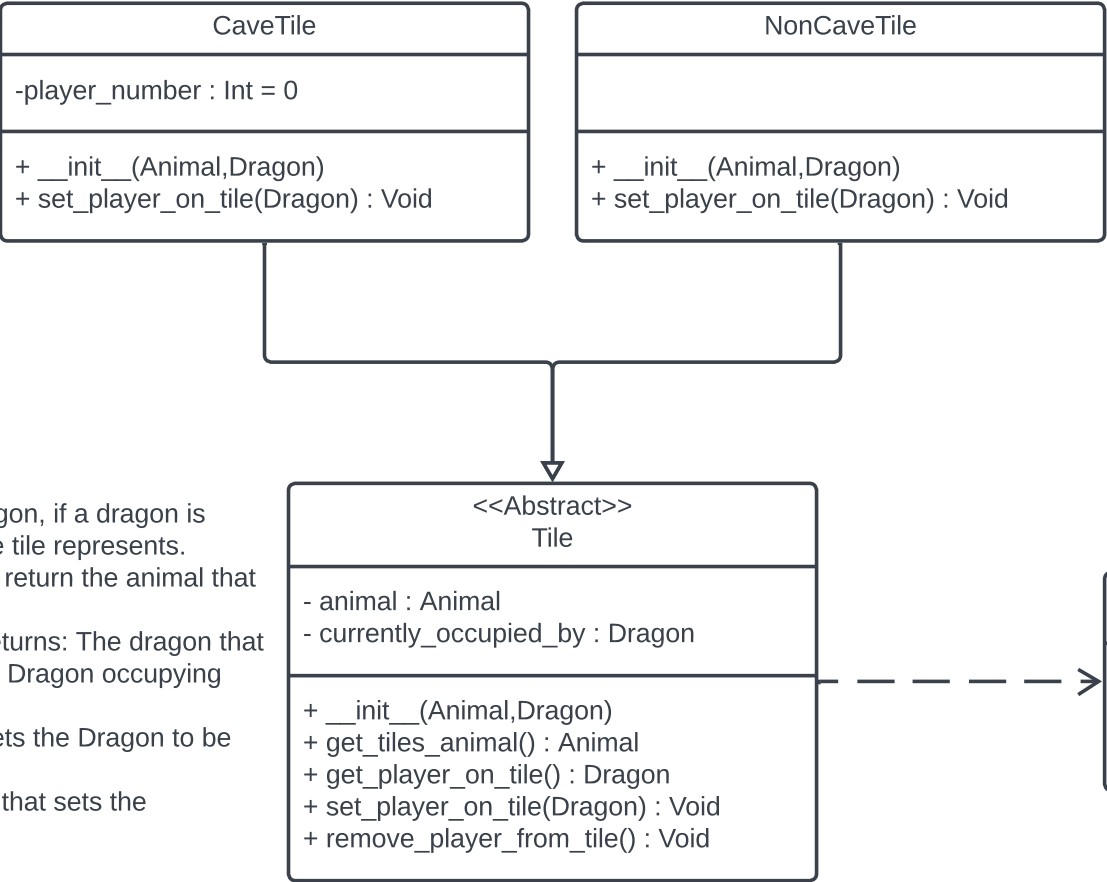
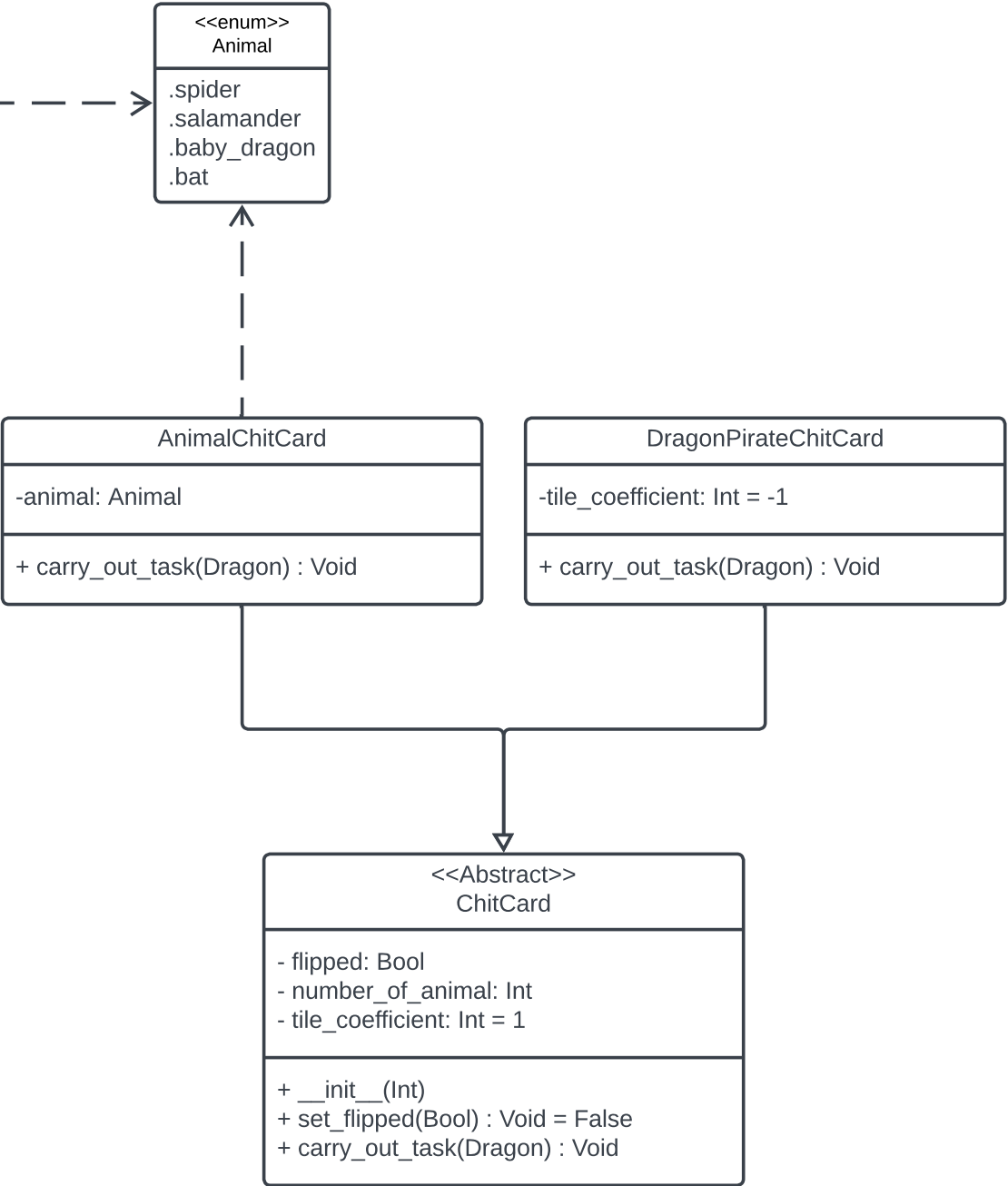
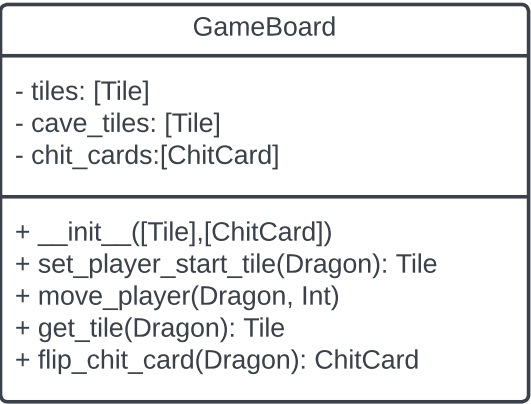
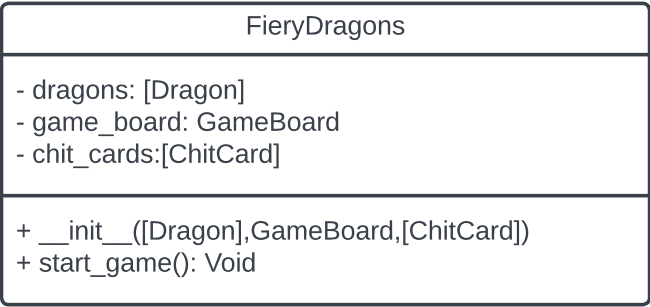
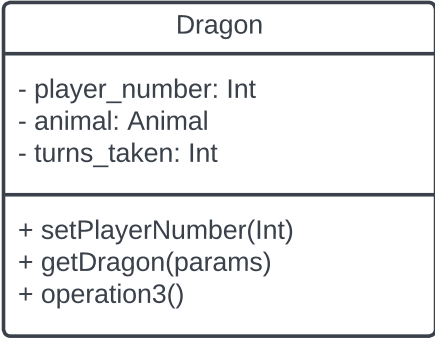


CaveTile.set_player_on_tile: This method has a different behaviour than NonCaveTile as we want to check if the player has returned to the cave. Place the dragon on the tile, check if the Dragon.player_number == Cave_Tile.player_number. If it matches, end the game and trigger win condition



Tile.__init__ : Initialise the tile with a Dragon, if a dragon is occupying the tile and the animal that the tile represents.
Tile.get_tiles_animal : A function that will return the animal that the tile represents
Tile.get_player_on_tile: A function that returns: The dragon that is currently occupying the tile if there is a Dragon occupying the tile
Tile.set_player_on_tile: A function that sets the Dragon to be occupying the tile
Tile.remove_player_from_tile: A function that sets the currently_occupied_by to None



ChitCard.__init__ : This initialises a ChitCard, setting its number of animals to be the number passed
ChitCard.set_flipped: This is a boolean that represents whether the chit card is initially flipped or not, it is initially set to false
ChitCard.carry_out_task: Checks if the Dragon.animal ==