

In this scenario, when the player attempts to flip a chitcard, the game loop iterates through all the chitcard flip functions to determine if the mouse position falls within the range of any chitcard. If a chitcard detects that the mouse position is within its range, it changes its boolean state to true, indicating that it has been flipped.

Subsequently, when the gameboard's draw function calls the chitcard draw function, each chitcard checks whether its `is_flipped` boolean is true or false. If the boolean is true, the draw function renders the flipped image of the chitcard; if false, it renders the unflipped image.

Since the player can flip a chitcard multiple times, clicking on the chitcard again will trigger the chitcard flip function to set the boolean back to false. Consequently, the draw function will render the unflipped image once more.

Player

