

REQ 1 Sequence Diagram Explanation

To set up the initial game board, including the randomised positioning of chit cards, the sequence diagram starts with the initial setup phase. It begins by prompting the user to enter a valid number of players (2 - 4 players). The input is then verified, and if it falls outside the range of 2 to 4, the sequence diagram enters an alternative frame where the user is prompted to enter a valid number.

If the number of players is valid, the game board creation process starts. This involves requesting and retrieving normal/cave tiles, animal/dragon pirate chit cards, and dragons from their respective classes' instances. Each normal/cave tile and animal chit card (excluding dragon pirate chit cards) is assigned an animal from the list of animal enums.

Next, the game board arranges the normal/cace tiles, sets the dragon's starting positions to their caves, and randomises the chit cards' positions as required.

