Explanation of requirement 5: When a player has flipped a chit card that would move them to the cave tile, we check if the CaveTile.player_number == GameBoard.active_player.player_number. If so that is the players homecave which means the player is returning to it and wins. To do this, we set the CaveTile to be occupied and at the end of each game loop we check if any of the tiles in the list of cave tiles is occupied. If it is, set the run loop to be false which means the game stops running. This ends the game as the active player has won.

Player

FieryDragons

GameBoard

CaveTile

My dragon is moving to a cave tile

Attempt to Move the player to the cavetile

Check if the cave tile is the players home cave

Alternative

[If CaveTile.player_number== Dragon.player_number]

It is player's cave

CaveTile.currently_occupied_by = GameBoard.active_player

CaveTile is now occupied

set run = false

run = false

Game is over you have won

[Else]

skip the tile when moving

Update game board

Continue with your turn