Change of turn to the next player

Explanation:
How this is accomplished:

1. The GameWorld asks the first player (player1) to take its turn by calling a method and passing in the chit card hitboxes.

2. In the Dragon object itself, it awaits for the clicking action from the user. When the user finally clicks, the chit card hitboxes are used to check for collisions with the user's click. If the click did not collide with any of the chit card hitboxes, then we know it wasn't a valid move, and the user is prompted to restart their turn (i.e allowing them to click again).

3. If the click was valid, then the corresponding hitbox is passed back to the GameWorld, and the GameWorld uses this information to get the chit card clicked, inform it, and hence process the player's turn.

4. Repeat 1-3 for every other player, using the next player in sequence that is stored in the GameWorld.

User

GameWorld

player1 : Dragon

player2 : Dragon

request to take action. Chit card hitboxes passed in

Loop
[while click action not taken]

Poll pygame event bus for click action

clicks the game screen

Alternative
[chit card was not clicked]

Loop
[while click action not taken]

Poll pygame event bus for click action

[Else]

return hitbox clicked

process & inform chit card using hitbox clicked

request to take action. Chit card hitboxes passed in

Loop
[while click action not taken]

Poll pygame event bus for click action

clicks the game screen

Alternative
[chit card was not clicked]

Loop
[while click action not taken]

Poll pygame event bus for click action

[Else]

return