

In this scenario, when a player flips a matched chit card and moves the exact number of steps to their cave, the game calls the cave's can_landed function to determine if the player can step into the cave. Additionally, the cave sets the player's winning boolean attribute. After this is set, the game class checks if any player has won. If the game class detects a player has won, it stops the game loop and displays the winning message.

Player



: Game

chitcard: ChitCard

cave: Cave

player: DragonToken

gameboard: Gameboard

flipped a chit card

player call chit card move_dragon_token function

return the num of step dragon token need to take

player call can_landed function in cave class

if true, call set_winning() to indicate this player is winning

true, the cave can be occupied

Invoke the move function based on the obtained step

update occupied animal

Loop

[for each player]

calling is_winning() method to check if there any player winning

return True

call display_winning_message to render the winning screen

render the screen

display the player winning message