

Explanation of requirement 3: To move a player, we first have to check if the chit card we flipped has the same animal as the game_board's active players animal, then we try to move the player. We have to check if the tile we are trying to move to is already occupied. If the tile is not already occupied, move the player to the new tile. We remove the player from the previous tile and then add the player to the new tile and update the game board. If the tile is occupied end the players turn. If the chit card didn't match the player's tile as well, end the turn.

