

- select number of player
- create cave and dragon token for player
- create tiles
- create chit card and randomise.

ping chit card:

- player select a hit card and the hit card will be flipped
- if player select a correct card and he can select another card again
- if player select wrong card uncover all the hit card and the player end the turn
- if player select dragon pirate, player still can select another card

movement of dragon tokens based on their current position as well as the last flipped dragon

- player move forward with corresponding number of animal if he choosing the correct chit card
- player move backward if he choosing the dragon pirate
- If a player's dragon would land on an occupied square, they cannot move it, and their turn ends

ange of turn to the next player:

- if player select a correct card and he can select another card again
- if player select wrong card the player end the turn
- if player select dragon pirate, player still can select another card

winning the game:

- when the player move the exact of number to the cave the game win.
- A victory message is displayed for the winning player.

