In this scenario, when the player attempts to flip a chitcard, the game loop iterates through all the chitcard flip functions to determine if the mouse position falls within the range of any chitcard. If a chitcard detects that the mouse position is within its range, it changes its boolean state to true, indicating that it has been flipped.

Subsequently, when the gameboard's draw function calls the chitcard draw function, each chitcard checks whether its is_flipped boolean is true or false. If the boolean is true, the draw function renders the flipped image of the chitcard; if false, it renders the unflipped image.

Since the player can flip a chitcard multiple times, clicking on the chitcard again will trigger the chitcard flip function to set the boolean back to false. Consequently, the draw function will render the unflipped image once more.

Player

: Game

chitcard: ChitCard

gameboard: Gameboard

click a chitcard

Alternative

[mouse pos is within the range]

Invoke the chit card to verify whether the mouse position falls within its designated range.

change is_flipped attribute

[mouse pos is not within the range]

Invoke the chit card to verify whether the mouse position falls within its designated range.

the game class call gameboard to render the screen

Invoke the draw function of the chitcard to render the chitcard on the screen.

Alternative

[chitcard is_flipped is true]

draw flipped image

[chitcard is_flipped is false]

draw unflipped image