User

main.py

AnimalChitCard

PirateChitCard

NormalTile

CaveTile

Dragon

DefaultGameBoard

GameWorld

PygameScreenController

starts game

Loop
[inputted players < 2]

asks how many players

input number

Loop
[< 13 instantiated]

instantiate with correct animal & symbol count

instance

Loop
[< 4 instantiated]

instantiate with correct symbol count

instance

Loop
[< 24 instantiated]

instantiate with correct animal

instance

Loop
[< number of players inputted]

instantiate with correct animal

instance

Loop
[< number of players inputted]

instantiate with differing colours variant

instance

create instance and pass in tiles and chit cards

instance

Loop
[for each chit card stored in the game board]

set its drawing position and size

setting drawing position & size

set its drawing position and size

setting drawing position & size

Loop
[for each tile stored in the game board]

set its drawing position and size

setting drawing position & size

set its drawing position and size

setting drawing position & size

instantiate and pass instantiated Dragon instances and the DefaultGameBoard instance

instance

Loop
[while game has not been closed by user]

Request drawing instructions (positions & sizes)

Get drawing instructions (position & size)

Get drawing instructions (position & size)

drawing instructions

drawing instructions

Get drawing instructions (position & size)

Get drawing instructions (position & size)

drawing instructions

drawing instructions

Get drawing data (position & size)

drawing data

Get drawing data (position & size)

drawing data

drawing instructions for all tiles and chit cards

request draw with drawing instructions

Draw everything according to the drawing instructions