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

Explanation:
How this is accomplished:

1. The default game board subscribes to the move action event via. the event bus. This subscribes the DefaultGameBoard to MoveActionPublisher.

2. When the user clicks on a chit card, the GameWorld handles and processes the click, and notifies the corresponding ChitCard object instance whilst passing in the PlayableCharacter of the current turn who clicked it, and the Tile it was on.

3. The chit card itself handles the calculation of how many spaces to move based on its own attributes (e.g symbol counts). This could be moving forward a few steps for AnimalChitCard and moving backward a few steps for PirateChitCard. Note that AnimalChitCard and PirateChitCard are subclasses of the ChitCard parent class.

4. The corresponding publisher (MoveActionPublisher) notifies the listener, in this case DefaultGameBoard with the character that should move and the amount of steps it should move (positive for moving forward, negative for moving backwards).

5. The DefaultGameBoard moves the character.

5. When the GameWorld once again requests drawing instructions from the DefaultGameBoard, the default game board provides the instructions, this time accounting for the move of the dragon.

6. The drawing instructions from the default game board are passed in by the GameWorld into PygameScreenController, and the screen and dragon's position is updated.