

Winning the game

Explanation:
How this is accomplished:

1. Firstly, the GameWorld subscribes to listen to winning events by using WinEventPublisher. The GameBoard also subscribes to listen to move actions (i.e actions that can move characters) using MoveActionPublisher.
2. The corresponding player is notified to take its turn by the GameWorld. When the player clicks on a valid chit card hitbox, the hitbox is returned to GameWorld and the chit card clicked identified and notified.
3. When the chit card clicked is notified, it calculates the move and notifies the MoveActionPublisher about the move action that needs to be handled.
4. The GameBoard handles the move action, and ensures that the CaveTile is not overshoot by the player (i.e dragon). If it is overshoot, nothing happens. However if it is not, the dragon is placed into the CaveTile.
5. The CaveTile object upon receiving the character, immediately notifies the WinEventPublisher about the win. This in turn notifies the listener (aka. the GameWorld) about the win, and allows the GameWorld to terminate the game and display any victory message, or do some other thing.

