Explanation:

User — click on a chit card →

GameWorld — Request handle of click in addition to passing in PlayableCharacter (i.e Dragon) who clicked and the Tile it's on. [on_click()] →

ChitCard
- chit card toggles its flipped state
- chit card calculates # tiles to move based on its own properties and passed in Tile

Notify event bus about a move action, passing in the PlayableCharacter (i.e Dragon) and # of tiles to move →

EventBus — Notify correct Publisher about the move action, passing in the PlayableCharacter (i.e Dragon) and # of tiles to move →

MoveActionPublisher — Notifies about the move action, passing in the PlayableCharacter (i.e Dragon) and # of tiles to move →

DefaultGameBoard — Move PlayableCharacter (Dragon) to the correct tile based on # tiles to move

Request updated drawing instructions ← **GameWorld**

Updated drawing instructions ⇢

GameWorld — Request screen update with updated drawing instructions → **PygameScreenController**

Dragon positions updated based on drawing instructions