

flipping of dragon (“chit”) cards;

Explanation:
How this is accomplished:

1. The GameWorld requests and saves the drawing instructions from the chit cards (via the game board). The chit card's drawing instructions are sent to the PygameScreenController, and the clicking hitboxes for the chit cards. are returned
2. These clicking hitboxes are used for collision detection when the user clicks on the screen. If the click from the user did collide with one of the hitboxes, then the corresponding chit card is informed of the click.
3. When the corresponding chit card is informed of the click, it updates its own 'flipped' state by toggling it.
4. When the GameWorld once again requests drawing instructions from the chit cards (via. the game board), the 'flipped' state would've updated, and the drawing instructions would now reflect that.
5. The chit cards are drawn using the updated drawing instructions, and the chit cards appear flipped on the screen.

