

Note: main.py is the python main script which serves as the game config and entry point. It is not an object.

Explanation:
Initialising the game board involves drawing the entire game board, the caves and the players in the initial starting positions in the caves. The application accomplishes this by performing the following in order:

1. When the game starts, the user is asked to input how many players. After confirming a valid number of players (aka > 2), we start initialising all the required chit cards and tiles in main.py. These objects however lack any sort of positional and size data for drawing.
2. Once the chit cards and tiles are passed into the default game board, the game board determines & sets the position and size of all of the components (tiles [implicitly dragons as well via tiles], chit cards), including randomising the chit cards positions. These will be specific to each variant of game board (if there are any more variants in the future)
3. The game instance (GameWorld) is created, with the game board and dragon (players) passed in.
4. The GameWorld requests the drawing instructions from the game board. The game board then gathers the drawing instructions from each component on the game board (e.g chit cards & tiles & implicitly dragons via tiles) and returns them to the GameWorld.
5. Finally the PygameScreenController draws everything based on the drawing instructions passed to it by the GameWorld.

