

Entities & Responsibilities

GameApplication: Manages game initialisation & admin tasks (e.g game config, game setup, main game loop, player turn.)

Tile: Represents the tiles which the dragons will interact with (stand on)

PlayableEntity: Represents the playable entity a player interacts with

GameBoard: Runs the interactions with the game board by the players (e.g performing movement, flipping chit card)

ChitCard: Represents the chit cards and their effects

TODO

Builder pattern for configuring game board?

Cardinalities

Have to check this one with pygame (can I do this? or do I have to use integer type?). Prefer ChitCard due to strong typing over weak integer

