

REQ 5 Sequence Diagram Explanation

The sequence diagram starts with the player flipping a chit card. If the animal on the chit card matches the animal on the tile the player is currently standing on, and the chit card's steps equal the exact number of steps needed to reach the cave tile from the current tile, the game attempts to move the player to the cave tile.

The game then checks if the player's **'id'** attribute matches the cave tile's **'id'** attribute. If they match, the board places the player onto its cave tile, renders the board, and ends the game.

However, if the IDs do not match, the player moves past the cave tile and continues with its turn.

