

REQ 2 Sequence Diagram Explanation

The sequence diagram starts with the player clicking on a chit card on the game board. The game then attempts to flip that particular chit card by checking if its '**flipped**' attribute is True. If the attribute is False, indicating that the chit card has not been flipped yet, the sequence diagram sets the attribute to True and called the **flip()** method to simulate the flipping of the chit card. The game board then renders with the chit card flipped.

However, if the '**flipped**' attribute is already True, indicating that the chit card has been flipped previously, the sequence diagram determines that flipping is unsuccessful and the game prompts the user to pick another chit card.

