

Explanation of Requirement 1 sequence diagram: Requirement 1 is to set up the initial game bord including the randomised position of the chit cards. To start the sequence, the player attempts to start the game, the game engine will ask the player how many players are playing, if the player enters less than 2, do not initialise the game board as the game cannot be played unless there are 2 or more players. If there are two or more players, the game engine calls the gameboard class to set up the game board. The game board requires 24 non-cave tiles, 4 cave tiles, 12 animal chit cards and 4 dragon pirate chit cards as well as the number of dragons based on the number of players. The game board creates the 24 non cave tiles with animal enums assigned based on the list of animal enums in the gameboard class. It then does the same for the cave tiles and animal chit cards. Then it creates the dragon pirate chit cards and the dragons. The Non-cave tiles are stored in a list that contains all the non-cave tiles while the cave tiles are in a different list. All the chit cards are stored in a list. Dragons are stored in a list. The game board then sets the tiles coordinatines going through the list of non-cave tiles first rendering the animal enum as the tile image assigned to the tile at that index in the list. Then, in the middle of each side of the game board a cave is given the coordinates again rendering their animal. The chit cards are all given coordinates randomly in the middle of the game board. The chit cards are all displaying a solid grey colour while their `is_flipped_is` assigned to false. Finally, the dragons are assigned coordinates based on the coordinates of the cave tiles. The game board is then returned to the game engine to be updated each time an action or interaction occurs

