

Explanation of requirement 2: when a player clicks on a chit card, the game then attempts to flip the chit card on the game board. GameBoard then gets the chit card at the coordinate and updates it to be flipped by setting its is flipped attribute to true as well as flipped_this_turn to be true so that it can't be flipped again this turn. Then the game engine renders out the updated game board so the flipped chit card displays its animal on the game screen

