Player → **Game** → **Board** → **ChitCard** → **Tile**

REQ 3 & 4 Sequence Diagram Explanation

The sequence diagram starts with the player clicking on a chit card on the game board, and the game attempts to move the player (assuming that the chit card has not been flipped in the current turn). It retrieves the animal of the chit card and checks two conditions. Firstly, it checks if the animal on the tile matches the animal on the chit card. Then, it checks if the tile at the current player's position plus the chit card's quantity is occupied or not.

The sequence diagram then enters a nested alternative frame. The first condition is if the animal of both the chit card and the tile matches, and the second condition is if the tile is not occupied. If both criteria are satisfied, the diagram removes the player from their current position and places them onto a new tile.

However, if the tile is occupied even though the animal matches or if none of the criteria are satisfied, the sequence diagram ends the active player's turn, indicating that the turn is over, and sets the active player to the next player in the players list.

Clicks On Chit Card

Attempts To Move Player (Upon Verifying That Chit Card Has Not Been Flipped)

Retrieves The Animal On The Chit Card

Checks If **The Animal On Tile == Animal On Chit Card** And If **The Tile At The Active Player's Position + The Chit Quantity On The Chit Card Is Occupied**

Alternative

[If the animal of both the chit card and tile matches]

Alternative

[If the tile is not occupied]

Animal Matches And **Tile Is Not Occupied**

Remove The Player From The Tile And **Place Them Onto The New Tile**

Renders The Board

[Else]

Animal Matches But **Tile Is Occupied**

Ends Active Player's Turn

Turn Is Over And **Set Active Player To The Next Player**

[Else]

Turn Is Over And **Set Active Player To The Next Player**