Explanation of requirement 4: When a players turn ends they are no longer the active player. The players in the game are represented as a list of players. By traversing the list and looping back to the start, we can find who the next player is. When the players turn ends, we get the dragon object of the next player and set that dragon to the GameBoard.active_player attribute. This is so that in the next turn, that dragon is what will be passed for interactions with chit cards and movement. Then we unflip all the chit cards that were flipped so that the next player can flip them. We rearrange the chit cards so that the next player does not know which chit card is which. Finally we let the player know that they are the new active player

Player

FieryDragons

GameBoard

Dragon

ChitCard

I'm the old player

Previous players turn has ended

Get the dragon object next in the list of dragons(List of players) Dragon.get_dragon()

Return the dragon object

Active_player = the dragon object

Loop

[For i in range(len([ChitCards]))]

Set all the chit cards to is_flipped= false

ChitCard.is_flipped= false

Rearrange chitcards

Active player has been updated

Next player now playing