<u>User stories</u>

1. As a player, I wish to select a dragon token at the beginning of the game to visually represent myself on the game board.
2. As a player, I want to see a visual representation of the volcano and all players' dragons on the game interface, so I can understand the game's current state.
3. As a game, I want to shuffle the 16 dragon chits and place them face down within the volcano area at the start of the game, ensuring a fair and random beginning.
4. As a developer, I need to enable dragon chit interaction through mouse clicks, allowing players to easily use and engage with chits during gameplay.
5. Extension: As a player, I want to use a 'Game dynamic chits' like player position swap chit or reverse direction chit to add an unexpected twist to the game's progression.