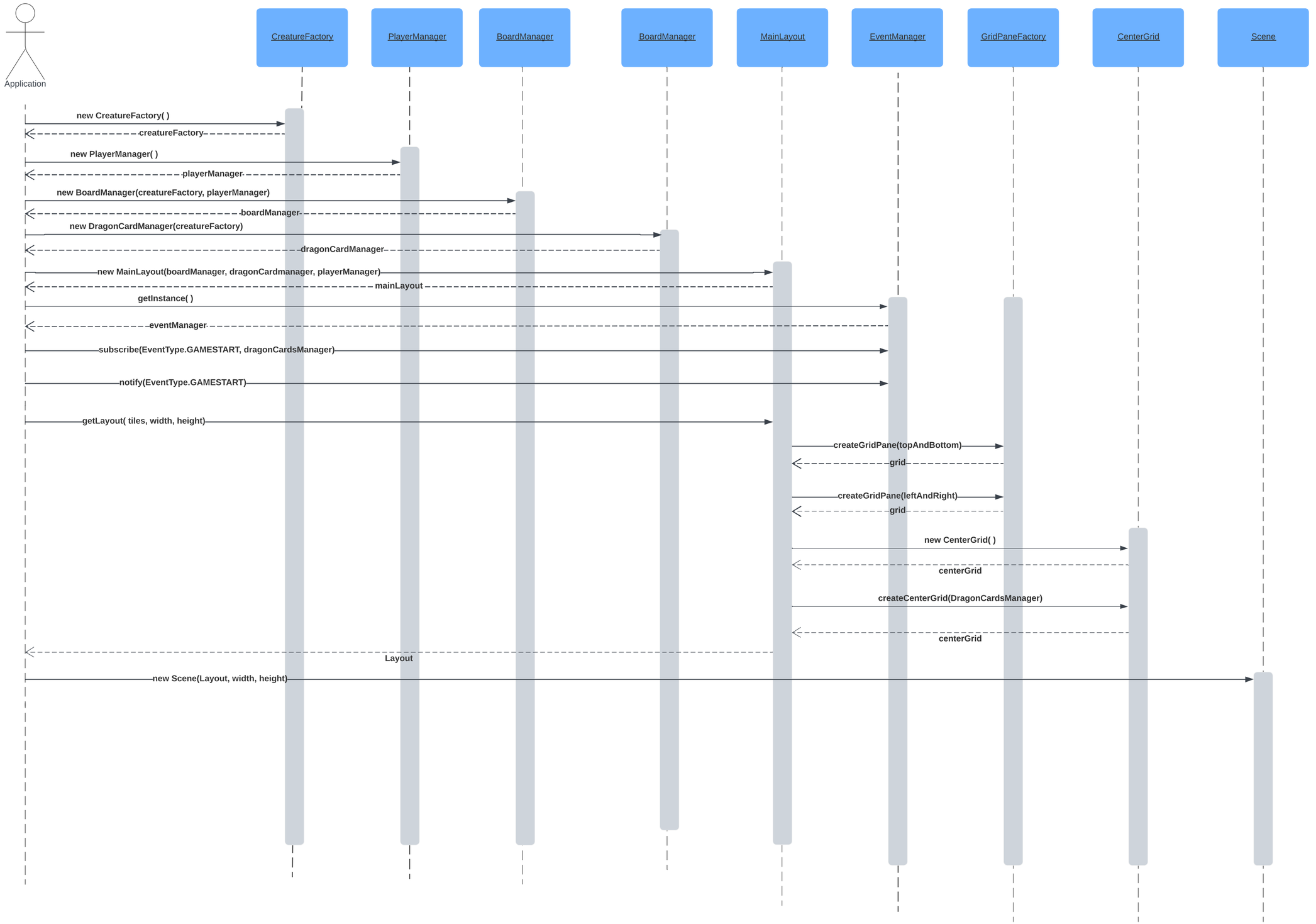
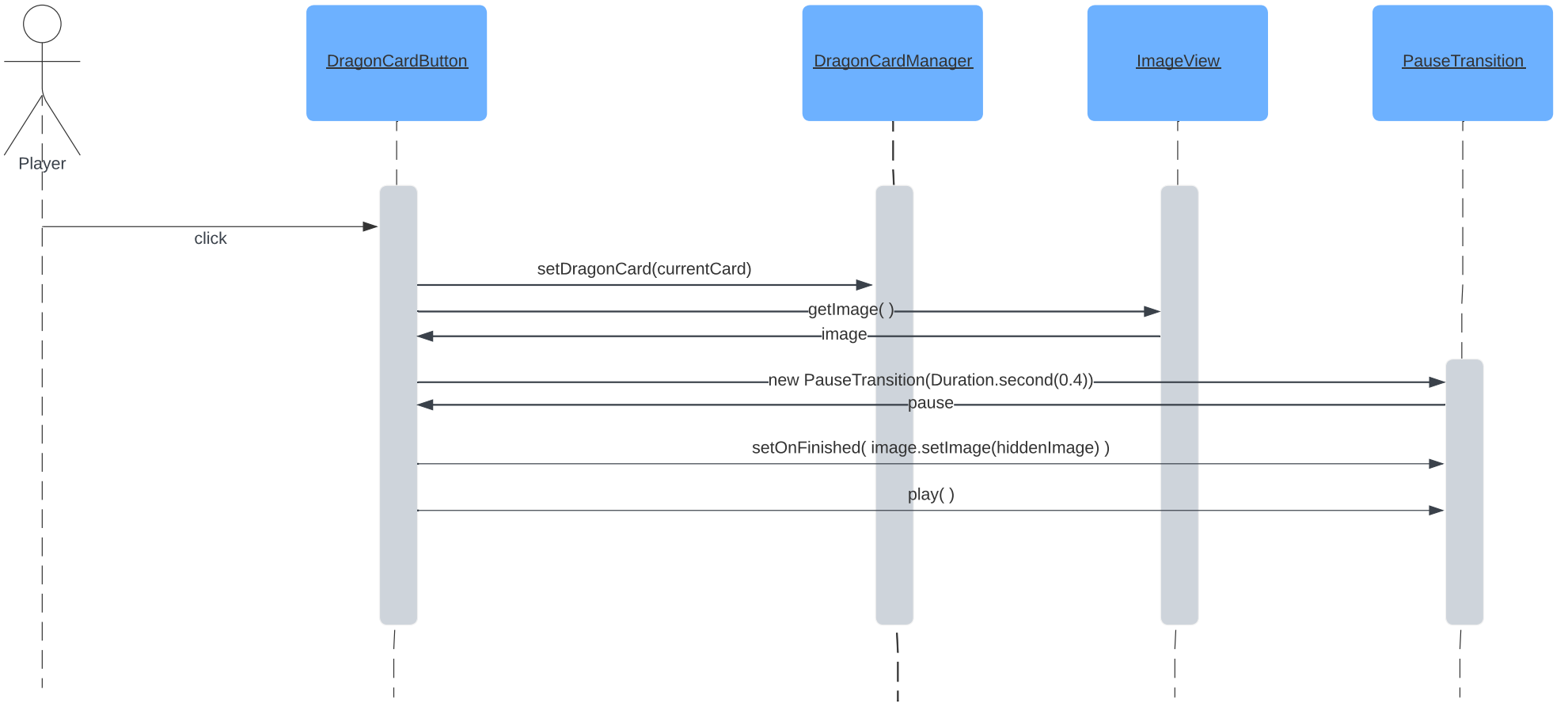
Initial GameBoard Setup

boardManager is subscribed to GAMESTART event, so when application notifies that GAMESTART then boardManager is notified and then shuffles the board.

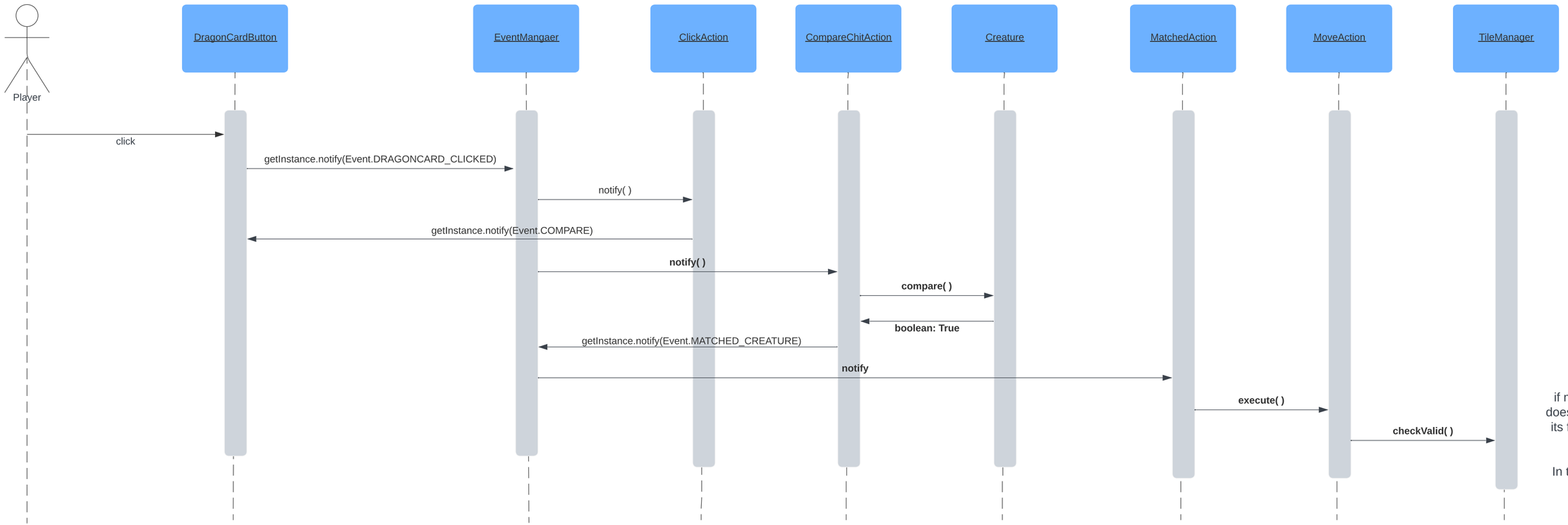


DragonCard Flipping



PLAYER MOVEMENT

ASSUMING CREATURE MATCHING AS OTHERWISE PLAYER WOULD NOT MOVE

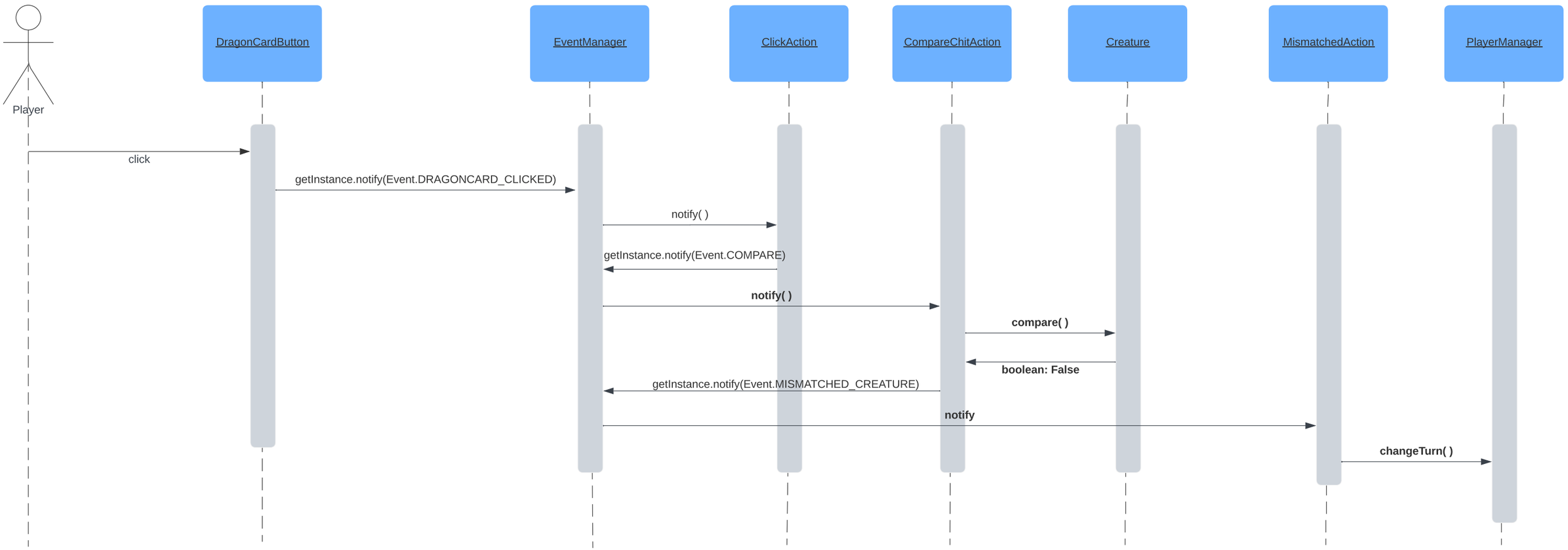


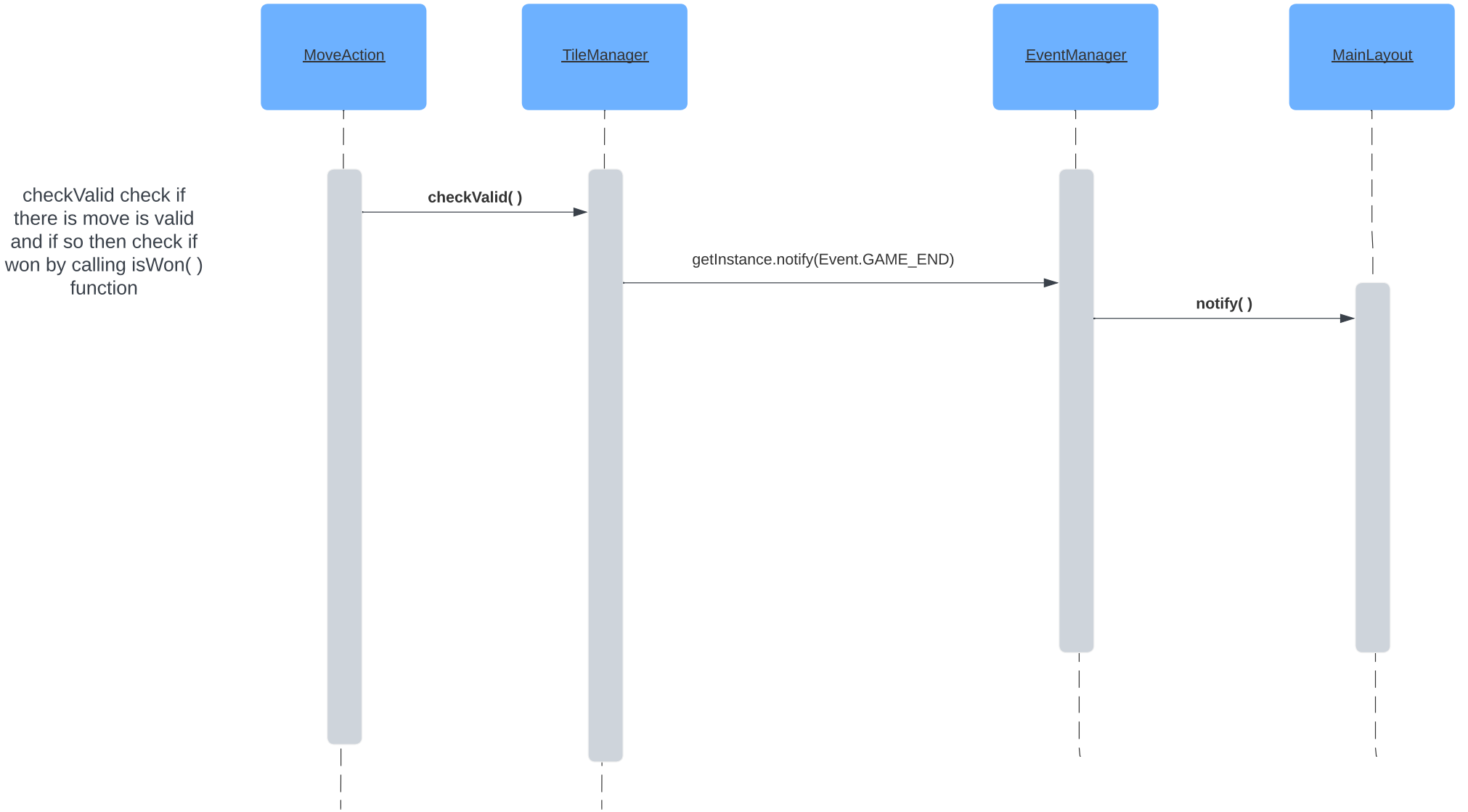
if move is valid i.e. no collision and doesn't go past cave, tileManger calls its function movePlayer( ) otherwise notifies MismatchedEvent,

In this case since assuming valid, it just moves player.

PLAYER TURN CHANGED

ASSUMING CREATURE NOT MATCHING AND CARD NOT PIRATE FOR THIS SEQUENCE



PLAYER WON

Assuming currentmove is valid and leading directly to the cave to demonstrate player winning