

User stories

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. As a chit, I need to only allow the dragon to move if the drawn chit matches the creature on the player's current square, enforcing game rules.
6. As a chit, I want to automatically move the players dragon around the board based on the creature shown on the chit I draw, adhering to the game rules.
7. As a player, I want the game to notify me when it's my turn so that I know when to make my move.
8. As a dragon pirate chit, I need to automatically move a player's dragon backwards when they encounter a dragon pirate chit, enforcing the game rules.
9. As a chit, I want to automatically revert to a hidden state after being revealed, ensuring the game's challenge is maintained.
10. As a game, I must prevent more than one dragon from occupying the same square, to maintain fairness and adhere to the game's rules.
11. 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.
12. Extension: As a player, I want to utilize a 'Shove Back' chit to force all other players to move back a specified number of spots, giving me a competitive edge.