**Object Oriented Design and Design Rationales**

* Class Diagram( including attributes, methods, cardinalities)
* Sequence diagrams (setup initial board, all functionalities: flipping chit cards, move dragon token, change of turn to next player, winning game)
* Design rationales
  + 2 classes (why not methods)
  + 2 relationships (why aggregation not composition)
  + Inheritance why used or not used
  + 2 cardinalities
* Minimum 3 Design patterns used(or why not used)

**Video demonstration (Add timestamps for references to game rules)**

Talking points:

* Setup of board. All chit cards covered, indistinguishable. The volcano cards segments are random. Message indicating player’s turn.
* Flipping chit card (explaining current animal versus chit card animal, dragon token movement). Encounter mismatch, so go to next player’s turn (see displayed message)
* Winning the game when reach cave
* If have time
  + cannot go back further from cave, i.e. only move back further if have moved out of cave
  + if destination exceeds the initial cave position, turn ends
  + cannot use a dragon card that has already been flipped