

Race To the Left

↓ Game Structure

1. Visuals

- Background
- Window Size
- Instruction display

2. State

- Deck State
- Board State
- Check Win
- draw Hand
- build Board

3. Location

- Initial Location
- orientation
- Final Location

4. Colour

- cat . colour
- square . colour

5. Components

- Left Tile
- Fire Tile
- Island
- Cat
- Pathway Cards
- Square

6. Actions

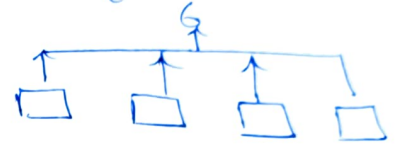
- play Card
- move Cat
- place Tile
- Rest
- flip Tile

7. Rules

- is On board
- does Placement Overlap.

↓ Game Sequence

Draw



Play

→ Place Pathway Cards

→ Move the cat

Rest → New Round

End of Game → If all cats on Left → WIN