This sequence diagram shows the scenario where a player uncover :Game :ChitCard :Dragon :Volcano :Cave :Display :PageController the correct chit card (matching animal and exact step to the cave) and move to his cave. (i.e. The player win the game). is_clicked() <----<u>return True</u> get_pos() return pos: int get_animal_type() return AnimalType get_animal_num() return animal_num: int calculate the destination get_land_type() return LandType get_id() return id: int check if it is the player's cave set_pos() update_gameboard() draw(window) create() :End change_page(End)