Team 1 Assignment: Board effects
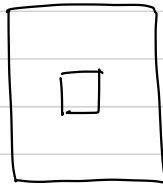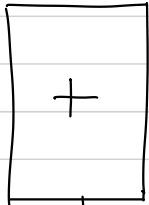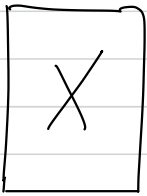
Context: Each cell on the board has a background color.

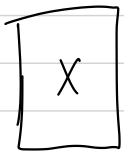Work in branch [group2_card_move]
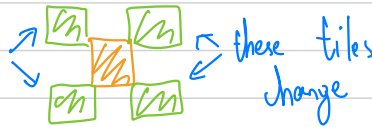
Step by step:

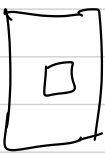1. Display 3 special cards in the player's hand:

$$\boxed{\times} \qquad \boxed{+} \qquad \boxed{\square}$$

2. These cards will change the color of the cells
   they are adjacent to: (But NOT their own cell)

$\boxed{\times}$: Change only diagonally adjacent tiles

these tiles change

$\boxed{+}$: Change only orthogonally adjacent tiles

$\boxed{\square}$: Change All adjacent tiles

3. Apply the effect to the board based on WHERE
   the card is placed.

Strategy: • Use a 6×4 2d array which stores the current color
   • When a card is placed, use the id of the snapped cell
   `${x}-${y}` to find your place

Caution:

- Limit use of AI to almost 0

    since this feature is simple, yet understanding of the
    card movement logic is crucial.

- Board is NOT in global scope

    pass it to state class, or something similar but
    NO DOM corruption

- Isolate board functions into a separate file

    ex: changeBoard (x, y, cardType)

    in drag-drop.js:

    import { changeBoard } from file_name.js

Irrelevant:

- What color the background changes to.

- If two cards change the same square!

color can stay
or be different