PlayerCollection # plavers + PlayerCollection() + getNumberOfPlayer() + operator<<() + remove() + operator-=() PlayerInGame # turns # currentTurn # roundComplete + PlayerInGame() + PlaverInGame() + PlaverInGame() + getPlayerWithTurn() + getNthPlayerWithTurn() + nextTurn() + getIsRoundComplete() + resetRound() + stopRound() # setTurn() # reverseTurn() PlayerInGameCandy + PlayerInGameCandy() + showLeaderboard() + reverseTurn() + resetRound()