PlayerCollection

players

+ PlayerCollection()
+ getNumberOfPlayer()
+ operator<<()
+ remove()
+ operator-=()

PlayerInGame

turns
currentTurn
roundComplete

+ PlayerInGame()
+ PlayerInGame()
+ PlayerInGame()
+ getPlayerWithTurn()
+ getNthPlayerWithTurn()
+ nextTurn()
+ getIsRoundComplete()
+ resetRound()
+ stopRound()
# setTurn()
# reverseTurn()

PlayerInGameCandy

+ PlayerInGameCandy()
+ showLeaderboard()
+ reverseTurn()
+ resetRound()