Menu

- option: int

+ menusplayers(): void
+ playersMiniMenu(list, list): void
+ secondMiniMenu (list,list,list):void
+ objetive(int, list,list):void
+ MiniMenu(list): void

Deck

- name: string

+ first_round(list): .list
+ hand(list,list): list, list

Extra(principal)

- algo: string

+PrincipalGame(list,list,list,list,list,list,int,list,list): void

player

-name: str
-coins: int
-cards: list
- points = int

assasin

-name: str

+efect(list):
+counter(): pass
+ action(): string

Duke

-name: str

+efect():
+counter():
+action(): string

ambassador

-name: str

+efect():
+counter():
+action(): string

contesa

-name: str

+efect(): pass
+counter():
+action(): pass

Captain

-name: str

+efect():
+counter():
+action(): string

**<<interface>>
IEspecial**

+efect(str: character action):
+counter(str:character action)
+action(str character action)