Game

+ play(cls,flag): bool
+ __set_players(cls,number): void
+ __random_cards(cls,deck): list
+ __show_players(cls,current,players)
+ __turn(cls,current): string
+ __remove_player(cls): void
+ __declare_winner(cls): player

Player

- name: string
- coins: integer
- cards_self: list
- cards_shown: list

Deck

+ create_deck(): list

Logic

+ challenge(challenged,players,card):bool
+ counter(players,current): void
+ loose_card(looser): void
+ change_card(current,card): void
+ exchange_method(number,current,deck): void
+ foreign_aid(current,acative_players): bool
+ coup(current,active_players): void
+ tax(current,active_players): bool
+ assasinate(current,active_players): bool
+ exchange(current,active_players): bool
+ steal(current,active_players): bool