

Deck
+ create_deck(): list

Player
- name: string - coins: int - cards_self: list - cards_shown: list

Logic
+ field: type
+ 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 + assassinate(current,active_players): bool + exchange(current,active_players): bool + steal(current,active_players): bool

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