coup

Steal

challenge

-
-
-
+

players

- name: string
- coins: int
- cards: list
- playing_cards: list
- hiden_deck: list

+ change_amount_coins(value: int) : coins
+ add_card(card: int)
+ remove_card(card:int)
+coins_setter(value: int): coins

draw_card_form deck, return_card

see_hand_cards, reveal_card

Player

play

- players: list
- n_players: int

+ play: (self) : Print(game)

play

main

- players: list
-

+ method(type): type

showgame

- player: int
- players: list
- n_players: lint

+ show_game(self): print

Show_gamestatus,

coup

attacker: int
players: list
n_players: int

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coup(self)

Change_gamestatus

gamestatus

- player: int
- players: list
- n_players: int

+Change_gamestatus(choosen_player: int, value: int)
+ Show_gamestatus(self)

Show_gamestatus,

Change_gamestatus

Gamestatus

deck

- deck: list
- hand_deck: list

+ draw_card_from-deck(self): rcard
+ return_card(card: int, hand_deck: list)
+ see_hand_cards(player: int): print
+ reveal_card(card: int, player_deck: list): pass

—assassinate—

assassinate

- attacker: int
- players: list
- n_players: int

- assassinate(self)

Change_gamestatus—

—counterattack—

counterattack

- victim: int
- counterattack_card: int
- n_players: int
- players: list

+ counterattack(self)

challenge

challenge

challenge

- victim: int
- challenged_card: int
_ n_players: int
- players: list

- challenge(self)

Challenge

steal

Counterattack

- attacker: int
- players: list
- n_players: int

+ steal(self)