Init

1. Our colour
2. What cards are in our hand
3. Order of play *including us*
    - listed by colour of player
4. Lists *all cards*
    - Suspects
    - Weapons
    - Rooms

List of absolutely known cards

- Your three cards
- When someone shows you a card

List of inferred cards

Player suggestions

1. Who suggested it
2. Suggestion

3. who answered it

Player suggestion stage

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->Red's Suggestion? Red, Axe, Dinning
->Who Answered? Blue
```

OR

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->Red's Suggestion? NA
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Our suggestion

1. Our colour
2. Suggestion
3. Who answered it
4. What the card was

Suggestion Stage

```
->Your Possible Suggestions:
    -Red, Dinning, Axe
    -Red, Dinning, Rope
    -Blue, Dinning, Axe
->Your Suggestion? Red, Axe, Dinning
->Who Answered? Blue
->What Card? Knife
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Accusation Stage

```
->Your Possible Suggestions:
    -Red, Dinning, Axe
    -Red, Dinning, Rope
    -Blue, Dinning, Axe
->Your Suggestion? Accuse
->Accusations:
    -Blue, 90%, Spa, 80%, Axe, 10%
    -Blue, 90%, Spa, 80%, Rope, 5%
    -Red, 80%, Dinning, 70%, Axe, 10%
->Did you accuse? No
->Your Possible Suggestions:
    -Red, Dinning, Axe
    -Red, Dinning, Rope
    -Blue, Dinning, Axe
->Your Suggestion? Accuse
```

List of suggestion

Note: Order of suggestion should depend on how much you can learn from suggestion. If you know your neighbour has "knife" do not suggest knife

1. (Red, Dinning, Axe)
2. (Red, Dinning, Rope)
3. (Blue, Dinning, Axe)

Accusation

(Red, 90, Dinning, 100, Axe, 50)

Output

(Red, 100, Dinning, 100, Axe, 100)

1. (Red, Dinning, Axe)
2. (Red, Dinning, Rope)
3. (Blue, Dinning, Axe)