**make\_deck()**

**shuffle\_deck()**

**RANDOM MODULE**

**COLOROMA MODULE**

**Fore, Back, Style**

**TIME MODULE**

**time.sleep()**

**PLAYER’S TURN**

**PC’S TURN**

**WINNER**

**Validity Check**

**Validity Check**

**Draw Card**

**Throw Card**

**random.shuffle(), random.choice,**

**random.randrange()**

**MAIN WHILE LOOP**

**FUNCTIONS**

**draw\_cards()**

**show\_hand()**

**can\_play()**

**wrong\_card()**

**pc\_check()**

**last\_card\_check()**

**pc\_deal()**

**offer\_card()**

**player\_challenge()**

**choose\_first()**

**inavalid\_wild()**

**player\_deal()**

**pc\_challenge()**