

Contents

classDiagram Game "1" -* "1.." *Player Game "1"* -o "" Card Game "1" -o "*"
Message Player "1" -o "4" Card Player "1" - "1" Message

```
class Game {
    +String name
    +Int max_players
    +String region
    +String password
    +Bool has_started
    +Int current_turn
    +Bool is_direction_left
    -build_deck()
    -deal_cards()
    -apply_card_effect()
    -has_the_thing_won()
    -have_the_humans_won()
    -show_cards_to_players()
    +create()
    +start()
    +kill()
    +finish()
}

class Player {
    +Bool is_host
    +Bool is_the_thing
    +Bool is_infected
    +String name
    +Bool is_quarantined
    +Bool has_obstacle_on_left
    +Bool has_obstacle_on_right
    +choose_card_to_play()
    +choose_card_to_exchange()
    +choose_adjacent_player()
    +choose_adjacent_player_card()
    +choose_card_to_discard()
    +choose_defense_card()
    +give_card()
    +has_defense()
    +is_superinfected()
    +send_message()
}

class Card {
    +String type
```

```
+String name
+Bool is_discarded
}

class Message {
+String content
+String sender
+String time_sent
}
```