LoveLetterServer

ObjectPlayer

ObjectPlayer
__init__(self, name, connection=None, ai=None)
__str__(self)
__repr__(self)
set_items(self, items: dict)
get_items(self)
change_score(self, amount: int)
get_score(self)

ObjectGame

ObjectGame
__init__(self, number_of_players: int = 2, players: dict = None)
player_removed_from_round(self, player_to_remove)
setup_round(self, winning_player)
next_player(self)
draw_other_players(self, drawn_player)
draw_the_card_hands(self, drawn_player)
draw_the_discard(self)
draw_round_end(self, player)
discard_a_card(self, player, card)
shuffle_the_deck(self)
deal_a_card(self, player, deck="deck")
finish_actions(self)
card_actions(self, action)
help(self)
save_game(self)
load_game(self)

ObjectCard

ObjectCard
__init__(self, number, name, index, description, actions)
__repr__(self)
__str__(self)

ComponentBasicAI

ComponentBasicAI
__init__(self, player=None)
take_turn(self, board)

Global

Global
unrelated()
make_the_deck()
make_the_help_file()
merge_json(json1, json2)
to_display(message="", sep="", end="")
to_receive()
main_game_loop(*args, **kwargs)
check_for_round_end(current_players, current_deck)
check_for_game_end(all_players, winning_score=3)
end_game(if_exit)