

ObjectPlayer
__init__
__str__
__repr__
set_items
get_items
change_score
get_score

ObjectGame
__init__
player_removed_from_round
setup_round
next_player
draw_other_players
draw_the_card_hands
draw_the_discard
draw_round_end
discard_a_card
shuffle_the_deck
deal_a_card
finish_actions
card_actions
help
save_game
load_game

ObjectCard
__init__
__repr__
__str__

ComponentBasicAI
__init__
take_turn

Global
unrelated
make_the_deck
make_the_help_file
merge_json
to_display
to_receive
main_game_loop
check_for_round_end
check_for_game_end
end_game