MonoBehaviour
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UlHandler
+ deck + cardManager + cardSlots + showCardAnimator + userController + makeSuggestionPanel + makeAccusationPanel - txt
- img - choosingPlayer - areControlsFrozen - allButtons - deckGO - currentPlayerName
- outputText - outputTextGO - outputTextCoroutine - viewBlocker - viewBlockerPlayerName - playerEliminatedScreen
 playerEliminatedText winScreen gameOverScreen noteBookPanel shortcutButton rollButton
- accuseButton- suggestButton- SuggestionRoomButton- choosePanel- chooseSlots
- chooseCardText - showCardGO - showCardText - showCard

roundManager

+ ShowCard()

+ StartBehaviour() + DisplayDeck() + RollDiceButton()

+ MakeSuggestionButton()

+ ShowSelectedCard() + DisplayMenuSuggestion() + ConfirmSuggestion() + MakeAccusationButton() + DisplayMenuAccusation()

+ ConfirmAccusation() + DisplayChoicePanel()

+ EndTurn() + UpdateCurrentTurnText()

+ DisplayViewBlocker() + DisplayPlayerEliminated() + TakeShortcutButton()

~ DisplayGameOverScreen()

CancelSuggestionButton() DisplayOutputTextRoutine()

+ DisplayOutputText() + ReturnToMenu() DisplayWinScreen()

+ ToggleNotepad() + DisplayNotePad()

+ InitialiseTurn()

- Start() - FixedUpdate()