Cpp Ex3 game logic

Game logic:

Minimum number of players : 2, Maximum number of 6.

Method: runGame, turn , winner, getRandomRole

Field: Class player

Player:

Method name: gather, tax, bribe, arrest, sanction, coup

field: number of coins, class role

Method ability (Can only be used once pre turn, unless got extra use):  
  
Gather : Price free ,allow the player to gain one coin from the bank for free.

Tax: Price free ,allow the player to gain two coins from the bank for free.

Bribe: Price 4 coins, allow the player to gain extra ability use, on his next turn.

Arrest: Price free, Player chooses another player to steal one coin. (this ability cannot be used twice in row on the same player).

Sanction: Price 3 coins, Player chooses another player, the chosen player cannot use (gather or tax) for one turn.

Coup: Price 7 coins, Player chooses another player to kick from the game.

Roles: each role is own class, roles are extending abilities to player, player can only gain one role pregame, roles are randomly assigned when starting the game.

Governor:

Passive ability: take 3 coins when use tax, instead of 2.

Active ability: Name(blockTax), Price: Free:  
 Allow to **block a player** from using **tax** for one turn.

Spy:

Passive ability: None

Active ability: Name (Watch coin), Price: Free  
 Allow you to **pick a player** and **watch total amount of coins**.

Active ability: Name (blockArrest),Price Free:  
 Allow you to pick a player and **disable his ability** to use **arrest** for **one turn**.

Baron:

Passive ability: When player is attacked by **sanction**, when picking active ability he will gain one coin.

Active ability: Name (legitInvestment), **Price: 3 coins**  
 Allow the player to **spend** 3 coins and **gain** 6 coins.

General:

Passive ability: When another player uses **arrest** on this player, He will gain a coin back from the game. (Arresting general wont affect him)

Active ability: Name(Shield), Price : 5 coins  
 Allow the player to active a shield:  
 Block **coup** (On himself or another player) ,   
 shield gone when a player use coup on this player.

Judge:

Passive ability: When attacked by **sanction**, the attacker will lose one coin.

Active ability: Name (undoBribe), Price: Free  
 Allow judge to cancel a **bribe** on a player, that player will lose the spending coins when trying to use **bribe**.

Merchant:

Passive ability: When starting turn **with at least 3 coins**, he will gain one coin free.  
 When attacked by **arrest** , instead of playing the attacker, merchant will pay to the bank.

Active ability: None