Clean()

MakeSortition()

DeletePlayers()

GoNext()

EndGame ()

DisplayResultsOfGame()e()

MakeStep()

IfMain()

GetActivePlayer()

GoNext()

GetActivePlayer()

IfMain()

MakeStep()

DisplayStatus()

Generate()

CreateNetwork()

DisplayStatus()

DisplayStatus()

MakeStep()

IfMain()

GetActivePlayer()

Window

NetworkPetry

SetName()

CreatePlayer()

SlavePlayer

SetName()

CreatePlayer()

MainPlayer

CreatePlayers()

ListOfPlayers

Controller