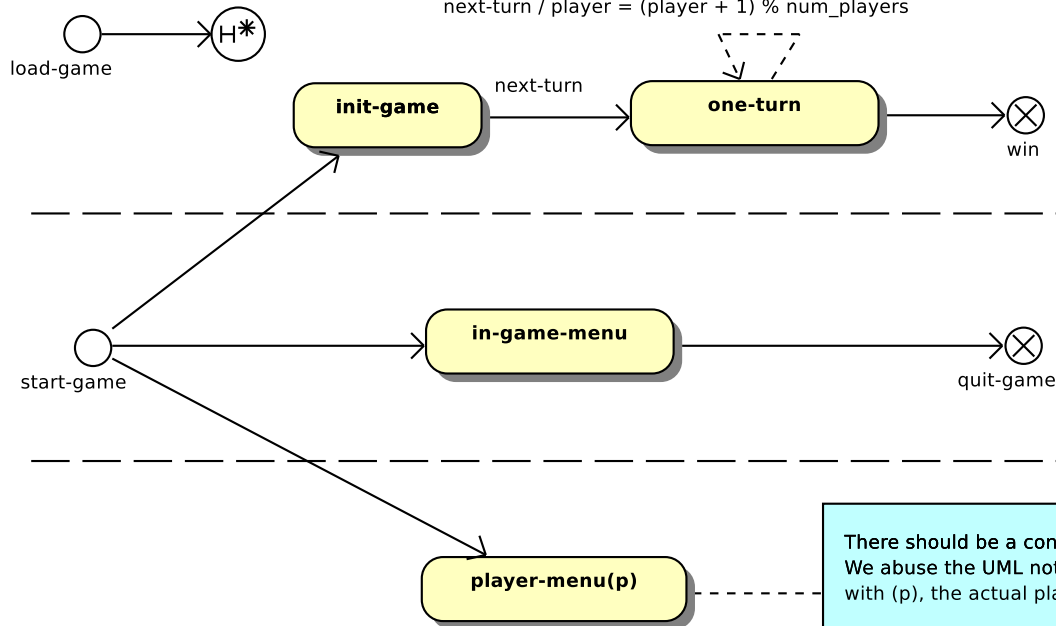


## game

next-turn / player = (player + 1) % num\_players



There should be a concurrent player-menu per player. We abuse the UML notation parametrizing the menu with (p), the actual player that menu belongs to.