MonoBehaviour **AlControllerScript** + CurrentAlMode PreviousAlMode currentAlMode previousAlMode isAlActive currentCharacter currentPlayerController decisionTime pauseTime maxTurnTime lastDecisionTime startTurnTime toGuessList - userController boardManager roundManager outputDebugText - outputDebugStack + AssignAllComponents() + SetActive() + SetAlMode() + RollDice() + EndTurn() + Decide Movement() + Decide Suggestion() + NotifySuggestion() + GetOutputDebugString() Awake() FixedUpdate() OutputDebugStatus() AlBehaviour() AlThink() StartTurn() - CanMove() IsTokenMoving() LoadToGuessList() - Decide_Character() Decide Weapon() - Decide_Room() Decide Accusation() CanAccuse() DelayDecision() OutputDebug()