## MonoBehaviour A PlayerStatsScript + Character + IsEliminated + Deck

+ ToGuessList - character - deck

isEliminatedtoGuessListnotebook

+ InitializeNotebook()
+ GetNotebookValue()
+ SetNotebookValue()
+ SetCharacter()
+ AddCard()
+ FindCard()
+ FindCard()

+ InititaliseToGuessList()+ RemoveToGessCard()