MonoBehaviour Δ UlHandler + deck + cardManager + cardSlots + showCardAnimator + userController + makeSuggestionPanel + makeAccusationPanel txt choosingPlayer areControlsFrozen allButtons - deckGO currentPlayerName outputText outputTextGO outputTextCoroutine viewBlocker - viewBlockerPlayerName playerEliminatedScreen - playerEliminatedText winScreen - gameOverScreen · noteBookPanel shortcutButton rollButton accuseButton suggestButton SuggestionRoomButton - choosePanel chooseSlots chooseCardText showCardGOshowCardText showCard - roundManager + StartBehaviour()

+ DisplayDeck()+ RollDiceButton()

+ ShowCard()

+ MakeSuggestionButton()

+ EndTurn() + UpdateCurrentTurnText()

~ DisplayWinScreen() ~ DisplayGameOverScreen()

DisplayOutputTextRoutine()

+ DisplayViewBlocker()+ DisplayPlayerEliminated()+ TakeShortcutButton()+ DisplayOutputText()+ ReturnToMenu()

+ InitialiseTurn(

- Start() - FixedUpdate()

+ ShowSelectedCard()
+ DisplayMenuSuggestion()
+ ConfirmSuggestion()
+ MakeAccusationButton()
+ DisplayMenuAccusation()
+ ConfirmAccusation()
+ DisplayChoicePanel()
+ ToggleNotepad()
+ DisplayNotePad()