MonoBehaviour

RoundManager

+ CanRoll
+ CanSug
+ CanAcc
- dice
- turnController
- playerController
- boardManager
- gameGenerator
- cameraCloseUp
- ulHandler
- alController
- diceRolled
- canRoll
- canSug
- canAcc
- isGameOver
- isGameWin
- rollCoroutine
- sugCoroutine

+ RollDice()
+ MovePlayer()
+ AlShowCard()
+ MakeSuggestion()
+ NotifySuggestion()
+ MakeAccusation()
+ EndTurn()
+ StartTurn()
+ GetCurrentPlayer()
+ GetBoardMovableTiles()
- Awake()
- FixedUpdate()
- DiceBehaviour()
- DelayResetDice()
- DelayRoll()
- DelaySug()