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                                                    _____✒

1. start round

身分、角色、位置 random

洗牌、發牌

2. in-game

start · sheriff round ↻

player ⇒ play card, effect

player died ⇒ remove object

3. victory

遊戲流程 (Game Loop)

計算距離

判斷說明不能打 (紅字提示)

列出選項

手牌
角色技能 ⇒ 無法執行, highlight
結束回合

發動牌效果

檢查棄牌 (列出所有 hand)

☆設定 current player

☆ variables:
　　distance (variables)

functions:

player_distance: calculate the distance for current player

return an array.

card_choose: print player hand, hightlight cards can't played.

return function pointer.

(cards function)

Game Settings (start) (rules)

→ players (4~7)

→ players & computer number

Program Setup

洗牌（職業、陣營、牌堆）
　　　　　（random）

發牌

標註 sheriff → sheriff + 1♡

玩家回合（One card one loop）