Player

+name : String
+NumOfDayVotes : int
+ NumOfNightVotes : int
+ isAlive : boolean
+isSavedByDoctor : Boolean
+silenced : boolean
+role : String

+ Player(name : String) <<constructor>>

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mafia

+ votee : Player

+ mafia(name : String) <<constructor>>

Joker

+ Joker(name : String) <<constructor>>

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villager

+ villager(name : String)<<constructor>>

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godfather

+ godfather(name : String) <<constructor>>

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silencer

+ has_silenced_someone : boolean

+ silencer(name : String)<<constructor>>
+ silence(p : Player)

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bulletproof

+ additional_life : boolean

+bulletproof(name : String) <<constructor>>

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detective

+ has_asked : boolean

+ detective(name : String)<<constructor>>
+ ask(p : Player)

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doctor

+doctor(name:String) <<constructor>>
+ save(p : Player)

Game
+numOfPlayers : int
+numOfMafia : int
+numOfVillage : int
+DayNum : int
+NightNum : int
+allplayers : player(100)
+index() : int
+assign_role()
+start_game()
+win()
+Day()
+DayResult()
+Night()
+NightResult()
+get_game_state()
+main()