

Card:

Values: We use an Enum for Values as this way we only have a set of options related to the cards and it is not possible to create a card that would not normally exist.

Colours: We use an Enum for Colours as this way we only have a set of colours related to UNO and created cards outside of the scope of the game are not possible. .

CardPile:

Deck: We use a stack for deck as when manipulated a cardPile, we only access the very top of the pile, and Stack allows us to only manipulate the top, so there is no misuse in the pile manipulation and use.

Hand:

Hand: We use an ArrayList of Cards for hand as we always want to be able to access and manipulate all the cards and a List allows us to do that.

Model:

Players: We use a list of players to enable use to have a game with a multitude of players while also allowing us to set them however we want for the order or how the user wants.