

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.

View:

- **Panels**
 - WE use JPanels in View, to allow us to manipulate the placement of the different components as well as manipulate the data within these panels. It also allows us to swap between our Game and other Panels
- **JButtons**
 - JButtons are used for the different user interactions, allowing for easy action interpretations
- **JOptions**
 - All the JOptions use either buttons or a drop down, insuring that the players do not go 'out of bounds' in any of their actions