Final Project Proposal
JUNO

Our vision is to implement the card game UNO in java.
UNO is a turn-based card game played with colored cards in a 108 card deck.

Card Types:
- Each card is one of 4 suites (Red, Green, Yellow, Blue)
- 0 - 9 Numbered Cards (76; 1 zero for each suite, and 2 for the rest)
- Skip Turn (8; 2 for each suite)--skips the next player's turn
- Reverse (8; 2 for each suite) -- reverses the turn sequence
- Draw Two (8; 2 for each suite) -- the following player draws 2 cards
- Wild Card (4) -- player selects a suite to change the gameplay
- Wild Card Draw Four (4) - player selects a suite to change to and the next player draws four cards

Setup:
- 2-4 players (user selected) are dealt 7 cards each from a shuffled deck
- One card is revealed to begin the "center pile", the remaining cards are placed in another "draw pile" where players draw their cards from

Gameplay:
- Each player takes turns playing one of their cards into the "center pile"
- In order to be placed in the center, a card must be either...
    a) The same suite (color) as the center card
    b) The same card-type as the center card
    c) Any type of wildcard
- If a player has no playable cards, they must draw cards from the "draw pile" until they have a playable one
- A player wins when they have zero cards

Misc:
- If the "draw pile" becomes empty, the top card of the "center pile" is saved and the rest are shuffled back into the "draw pile"
- Players may not see other players' hands