| UnoGame

- +Player whoWin();
- +ArrayList<UnoCard> getCardsCurrentPlayer();
- +ArrayList<Player> getPlayers();
- +UnoCard getCurrentCard();
- +Player getCurrentTurn();
- +boolean dropCard(UnoCard card);
- +void loadCard();
- +boolean nextTurn();
- +int sizeDeck();
- +int getDirection();
- +void shuffle();

Player

- -String name;
- ArrayList<UnoCard> mano;
- boolean variableTurno;
- +String toString()
- +String getName()
- +ArrayList<UnoCard> getMano()
- +boolean getVariableTurno()
- +void setVariableTurno()
- +boolean equals(Object o)
- +boolean sinCartas()
- +void recibeCarta(UnoCard carta)
- +int numCards()

I UnoCard

- +String getValue();
- +Color getColor();

Card

- -String value;
- Color color;
- +String getValue();
- +Color getColor();

Game

- -Baraja baraja;
- -ArrayList<UnoCard> mazo;
- -ArrayList<Player> jugadores;
- Player jugadorActual;
- UnoCard currentCard;
- ArrayList<UnoCard> basurero;
- int direccion;
- -void agregarJugadores(Player jugador1,Player jugador2,Player jugador3,Player jugador4)
- -void repartirCartas()
- +Player whoWin();
- +ArrayList<UnoCard> getCardsCurrentPlayer();
- +ArrayList<Player> getPlayers();
- +UnoCard getCurrentCard();
- +Player getCurrentTurn();
- +boolean dropCard(UnoCard card);
- +void loadCard();
- +boolean nextTurn();
- +int sizeDeck();
- +int getDirection();
- +void shuffle();
- -boolean sinCartas(ArrayList mano)
- -void barajearMazo()

Baraja

- -ArrayList<UnoCard> mazo;
- +ArrayList<UnoCard> getMazo()
- +ArrayList<UnoCard> generarMazo()
- -Color generarColor(int num)
- -void barajearMazo()