

FLOW

1. Instantiate -drawPile, -placePile, -user, AI Players, and group
2. Initialize all players' hand with 3 cards each
3. Start game: user plays first
 - user chooses a card to place or draw a card if user has no playable card
 - user clicks End Turn button
4. AI player play in order based on isClockwise boolean (located in Group class)
5. If a player has one card, player must shout out UNO!
 - AI - displayed as text
 - User - user must click UNO! button, which will then display UNO! text
6. Game ends once a player has no cards