

# CRC Cards

**Class:** UnoCard

**Responsibilities:** color, value(the #)

**Collaborators:**

**Class:** Color

**Responsibilities:** sets the color of the card, blue, orange, green, red (enum)

**Collaborators:** UnoCard()

**Class:** DrawPile

**Responsibilities:** holds the cards that have not been played and are not in someones hand → is a list of the cards (linked list, which is best?)

**Collaborators:** UnoCard(), PlayersHand()

**Class:** DiscardedPile

**Responsibilities:** holds the cards that have been already played

**Collaborators:** UnoCard()

**Class:** Deck

**Responsibilities:** abstract class representing the deck

**Collaborators:**

**Class:** PlayersHand

**Responsibilities:** holds the cards in a players hand

**Collaborators:** UnoCard(), DiscardedPile(), Deck()