UNO Class

CurrentDrawPile and CurrentPlayer indicate who
should draw cards now. Encounter can only determine
currentPlayer if the player has the same encounter
object, not other encounter or null.

Encounter

CurrentDrawPile
0..1

Encounter
0..1

CurrentPlayer
0..1

Players
0..n

TypePlayer
0..1

TypePlayer
+Type: String

Player
+ Name: String

Player
0..n

Cards
0..n

CurrentCard
0..1

Card
+ Name: String
+ Colour: String
+ Number: int

Colour
0..1

Colour
+ Name: String