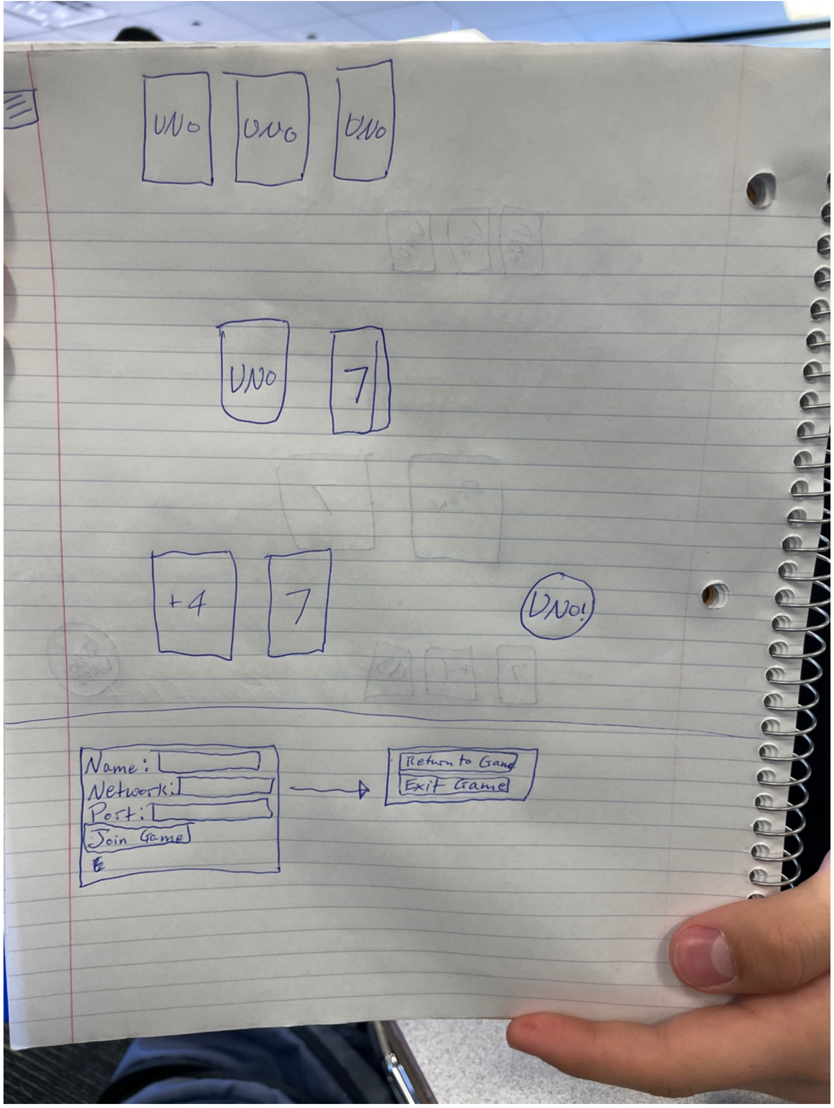
Uno

- Why this is an interesting project
  - We've never done a project like this (making playable games) and it consolidates all of the topics we've learned.
- Task/Problem we're solving
  - Turn-based gameplay
  - Networking and threading
- GUI
  - Main Screen (player name, host, port, etc.)
  - Game Screen (actual game)



- How it incorporates networking/multithreading
  - Networking: two player game, so two people log into the server to play the game against one another
  - Multithreading: listening to the Uno button
- How/Why the project is sufficiently challenging
  - We'll need to have a better understanding of buttons and visuals in GUIs.
  - The different cards and the restrictions of the game may be difficult to implement.

- Testing plan and deliverables
    - Make the GUI
    - Making the cards
    - Drawing a hand and display it
    - Playing cards to the deck
    - Adding a second player
    - Add any other fun things (sound, effects, etc.)
- Team manager workload
    - Classes
        - UnoGUI
        - editUnoGUI
        - Card
            - Just stores number/color/other properties
            - Implementation for them will be in CardHandler
        - SpecialCard classes which extend Card
            - wildCard
            - plusFour (extends wildCard)
            - plusTwo
            - changeDirection (same thing as skipTurn when there's just two players)
            - skipTurn
        - CardHandler (hardest)
        - Player
            - LinkedList<Card> hand
            - GUI
        - UnoServer
            - Just needs to know
                - How many cards the other player has
                - If they press UNO
                - What card they put down
    - Manager will (hesitantly) be doing the Card classes because we, at this time, think that they will be less intensive than the other classes
        - Team manager is doing cards
        - Amika is doing GUI/CardHandler
        - Miguel is doing Player/Server
    - There is a chance team manager will be doing the networking stuff once we actually start coding
        - There is also a change that Miguel will be doing Player/Server and CardHandler once we know how complicated the GUI is
        - Workload is unclear since we haven't started coding yet