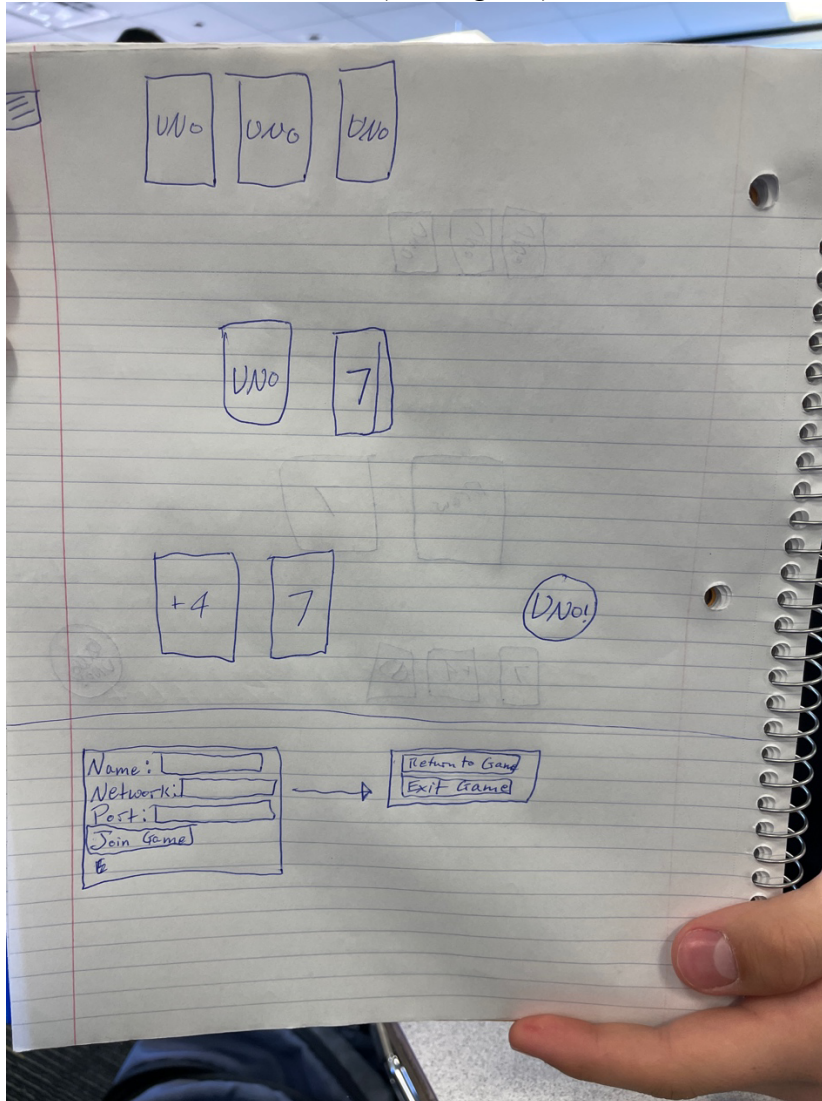Uno
- Why this is an interesting project
  - We've never done a project like this (making playable games) and it consolidates all of the topics we've learned.
- Task/Problem we're solving
  - Turn-based gameplay
  - Networking and threading
- GUI
  - Main Screen (player name, host, port, etc.)
  - Game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