Class : Player	Class : Game
+ Sequence[] : Array Sequence	+CardsRemaining : Integer CardsRemaining
+ Score : Integer Score	- NumberOfPlayers : Integer NumberOfPlayers
+ PlayerName : String Name	+ PlacedCards[] : Array Placed Cards
	- Card newCard : Card
+ getSequence() : return Array Value	- Deck newDeck : Deck
- setSequence() : void	- Discard : Array Discards[]
+ getScore () : return Integer Score	
- setScore () : void	+ dealCard () : return Char Color
+ getPlayerName () : return String Name	+ getPlacedCards () : return Array PlacedCards[]
- setPlayerName () : void	+ isMatch () : return boolean FoundMatch
	+ clearBoard() : void
	+ addPlayer (String Player) : void
	- removePlayer (String Player) : void
	+ getNumberOfCards () : return Integer cardsCount
	+ isEqual (Array Sequence) : return Boolean isEqual
	+ IsEmpty (Array Hand) : return Boolean isEmpty
	+ isTie () : return Boolean isTie
	+ getCardColor () : return Char Color
	+ isWinner () : return String Player
	+ runGame () : void