



```
+ updateStatus(String status) : void
+ promptForColor() : void
+ promptForFlipColor() : void
+ handleCardDrawn(Player player) : void
+ handlePlayerWon(Player winningPlayer) : void
+ handleCardPlayed(Player played, Card playedCard) : void
+ handleDrawPenalty(Player player, int penaltyCards) : void
+ handleWildCardChosen(Player player, Card chosenColor) : void
+ setPlayerName(String name) : void
+ handleUnoAnnounced(Player player) : void
+ handleGameOver() : void
+ handleInvalidMove() : void
+ handleDeckEmpty() : void
+ handleReverseDirection() : void
+ addSerializeListener(ActionListener listener) : void
+ addDeserializeListener(ActionListener listener) : void
+ setPlayerName(String name) : void
```

```
+ promptForColor() : void
```

### AI

```
- name : String
- cards : List<Card>
- score : int
- totalScore : int
```

```
+ AI Turn(UnoModel aiGame) : void
+ handleWildCard(Card card) : void
+ AICard(UnoModel aiGame) : Card
+ chooseRandomFlipColor() : Card.Color
+ chooseRandomColor() : Card.Color
```