

For this game, the set up will require using a scanner as well as being able to import the list, collections, and arraylist class:

The game start as follows when a user gets to be able to enter to start the game.

```
Hello, welcome to Nikhil's Uno Game. Please enter S to Start the game:
```

```
S
```

Next, enter the number of players to be added:

```
Please enter the number of players that will play this game which is between 2 to 9:
```

```
5
```

Next, enter whether or not you want to draw or pick a card:

```
Please type in P if you want to Pick a card and have your turned skipped. Please enter D if you want to removea card:
```

```
P
```

Then, decide whether or not you want to show or hide your cards:

```
Please enter whether you want to show or hide your cards. To show cards, type S,to hide cards, type H:
```

```
S
```

If you drop a card, decide what color should it be:

```
You have dropped a wild card. Please decide which color you would like. Type B for Blue, Y for Yellow, G for Green, and R for Red:
```

```
G
```

The game state of all the cards will be shown directly on a player's turn:

```
The top most pile card is:
UnoCard of type Number with color Blue and value nine
The player John has the following cards:
UnoCard of type Number with color Red and value seven
UnoCard of type Skip with color Green
The deck cards are:
UnoCard of type Number with color Green and value two
There are currently zero cards being stacked
```

When the game is over, the following output will be shown:

A player has lost all their card. Hence, the game is over!