Cards

-color -> char (R,G,B,Y)

-number -> int (0-9)

-ability -> char (special characters like *, ~, +)

Deck

-deckList -> card objects

+shuffle() -> mix cards

+deal() -> return card

Player

-name -> string
-hand -> card objects
-isComputer -> boolean

+GetPlayableCards(LastPlayed -> object) -> take in lastPlayed card, return list of cards that are playable

+playComputerCard(topcard) -> computer determines which card to play based on topcard.
+hasWon() -> return if player's hand is empty
+handSize() -> return size of hand
+removeCard(index) -> remove card at listed index
+addCard(card) -> add card to hand
+playCard() -> remove card from hand and return card