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

-hand -> card objects

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

+playCard() -> remove card from hand and return card