Class Table:

* Init
* deckdeals
* fight
* war
* turnLoop
* playerzoneToPlayer
* aboutMe

Class App

users[], scores[], menu

* displayMenu
* applyChoice
* menuStay
* showScores
* playWar
* initUsers
* initScores
* writeUsers
* writeScores
* loginUser

Game state

New app – loads the scores and users here

App. Menu : 1 – play 2-Scores 3-quit

Play

* takes 2 players off users so we know who should be awarded with win
* only works with the lists of scores and players
* upon end updates the scores and players lists

scores

* shows players and their scores

quit

* writes users and scores into the file
* quits