Each block is on its separate line

File content	Explanation
CASS000120022023	Header, version 0001, date
GMED2T5L0R2GFH4HKD9H2	Dealer 2, Turn 5, Last taker: Player 0, Round number 2, Game not over TableCards: **H**4, **H**K, **D**9, **H**2
PLR0A5 Ray.C2D4S3DQ,H2D7S5H6HKU	Player 0, score 10, sweeps 5, name Ray Hand: **C**2, **D**4, **S**3, **D**Q Pile: **H**2, **D**7, **S**5, **H**6, **H**K User/Human
PLR15DAlli.C3D5S4DK,H9DKD7C	Player 1, score 5, sweeps 13, name Alli Hand: **C**3, **D**5, **S**4, **D**K Pile: **H**9, **D**K, **D**7 Computer
DCKC7SKSXH4C5C7SKS5C3HXDX	Deck with cards: **C**7, **S**K, **S**10, **H**4, **C**5, **C**7, **S**K, **S**5, **C**3, **H**10, **D**10
END00	End of file

GME
- Dealer is a number from 0 to whatever is the last playerNumber so D0 - D5
- Turn follows the same rules as Dealer but with T instead of D
- Same for Last taker EXCEPT if no one has taken anything yet, it is set as L-
- Round number just has to be over 0
- Game over F/T for false/true, should not ever be T but added it in case
- All of these must exists since the GME format has been hard coded in Reader and it will drop cards if any of the above mentioned cells are missing

PLR
- Player number 0 - 5
- Score 0 - Z technically, with A being 10 and B 11… kind of same as GME game over F/T
- Sweeps 0 - Z as well
- After those cells is the player's name, which ends at .
- After . are the cards in this player's hand. They end at ,
- After , are the cards in this player's pile
- Last character specifies whether this is a Human player or a COM U/C for Used / Computer

DCK
- Just contains all the cards that have not been drawn yet