Goals

* Keep track of score board
* Display scoreboard
* register/delete users
* Keep track of King of Game
* Be able to swap out who is king of Games

Variables

* Users - list (object)
* Points related to users - integer
* Who is king of games - string

Function

* Register user - everyone
* Delete user - Admin only
* Display scoreboard - everyone
* Display KoG -everyone
* Overturn KoG - Admin only
* Change Points for user - Admin only
* Display rules - everyone (prints rules