1. Players register their username
2. Checks if username is unique
3. Two usernames are equal (not unique)
   1. Enter username again
4. Two usernames are not equal (unique)
   1. Player plays game
      1. Players checks score
      2. Players flip card
5. Game creates user
6. Game runs
   1. Shuffle cards
   2. Assigns cards to players
   3. Show score