Multiplayer project base

* Front End
  + Start with the base canvas setup
    - Size of the canvas should be a square with top down perspective (sides are the length of window height)
  + Create square players
    - Canvas squares are the players
  + Create a grid where every grid square is barely bigger than the player box
* Logic
  + Make the players move with WASD
  + Players only move along each square on the grid (as in only a certain distance along the x and y axis)
  + Players not allowed to go outside the canvas
* Back end
  + Express server configured with socket.io
    - Allow four player connection
    - Create new player when someone joins
* Design
  + Pixel grass texture