☐ revisit server

☐ set up a build script for server deployment from command line

☐ try to run existing unit tests

☐ add to repository, a client skeleton

☒ write a preliminary task list

☐ checkout
   `http://www.brettspielwelt.de/Hilfe/Anleitungen/OhneFurchtUndAdel`

☐ sketch client visual layout

☐ set up a mock up backed game with 1 player

☐ display player's starting hand

☐ display player's starting gold

☐ display player's districts (start with 3)

☐ display player's public points (5)

☐ display player's personality (King)

☐ display turn number

☐ display whose turn it is

☐ display available actions

☐ render and allow player to build a district

☐ render and allow player to draw gold

☐ render and allow player to use action

☐ render and allow player to draw a card

☐ render and allow player to end turn

☐ display three other players ...