Requirements

Project must have a player system
  - Allow for 2 CP Players
  - Allow for 1 CP Players and 1 Player
  - Allow for 2 Players

Project must deal and store cards dealt
  - Deal cards until one of the players selection is met
  - Store list of cards that have been dealt

Project must allow users to select sequence of cards
  - Allow players to pick sequence
  - Generate sequence for CP players

Project must have system to check equality
  - Check player sequence vs dealt cards