* Discard strategy idea:
  + Try to make it a binary decision
  + Get a list of candidate cards, and narrow it down to 1 or 2, then use those as our choices.
    - Usually 2, but if it’s obvious, 1.
    - Things to consider when narrowing down. Order based off of importance, and if a specific rule narrows things down too much, don’t apply it.
      * Improvement
      * If our opponent could meld with the card.
      * Turn number (or number of cards left in the draw pile). In later stages of the game, we definitely want to focus on discarding high deadwood cards.
      * Don’t discard melded cards.
      * If there are too many cards left for the decision, decide randomly.