* Make a card game
  + Server
    - Networking
      * ~~General communication~~
      * ~~Transmitting player data~~
    - Game logic
      * ~~Method to see which card wins in middle~~
      * ~~Add discarded cards to each players’ total~~
      * Add wins to player’s score
      * ~~Determine whose turn it is~~
      * ~~Which cards are playable~~
  + Client
    - Loading sprite sheets
    - Displaying sprites
    - Game board display
    - Card faces
    - ~~Card ArrayList~~
    - Move playable cards