* Make a card game
  + Server
    - Networking
      * ~~General communication~~
      * Transmitting player data
    - Game logic
  + Client
    - Loading sprite sheets
    - Displaying sprites
  + Display
    - Game board display
    - Card faces
    - Card ArrayList
    - Move playable cards
  + 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