GAME

* MENU (board)
  + buildOptionsMenu
  + startGame
    - gameplay>New
* GAMEPLAY(options)
  + new
    - all>new
  + restart
    - all>reset
  + Hit
    - Deck>draw
    - player>deal
    - ui>update
  + stand
    - nextplayer
    - ui>update
  + endRound
  + endGame
* DECK (decks)
  + new
  + draw
  + reset
* PLAYER (players)
  + new
  + reset
  + getScore
  + deal
  + dealUntilMax
* UI (options)
  + New
  + updatePlayer(player,values)
  + reset
  + dealto(player)
  + revealCard(player)
* cardValues
* cardView
* newel
* delay