Algorithm Class

* How the computer plays out the game
* For now, it will be a simple one class but later, can morph into abstract to have different algorithms of playing.
* The current and only algorithm is that they use equal amount of resource each round.
  + Ex) If the CPU has 30 resource, then 10/round
  + If the divided resource is not equal, then it rounds down
  + The last round uses up all the resource

Game Class

* Instantiate two players (Human and Computer)
* This will use Player class to resolve rounds
* Based most if not all on integers
* Checks if a player has won yet to end game
* Goes to overtime if a draw has been made.

Player Class

* Will instantiate with how much bonus resource they start with.
* Keeps track of wins, if they have 2 wins, they win
* Only tracks win so if there is a draw, no win