**Scoring the game**

**Goals**

* to analyse a dealt players hand and assign it a score
* to feedback the hand strength and show it

**Tasks**

* Clean up code, create card\_utilities and poker defs
* Add enum of hand strengths and code to retrieve them
* add functionality to deal multiple hands
  + requires functionality to add and remove cards from discard pile
* add functionality to muck cards and re-add them to the deck
* feedback strength of hand and show it