Go Fish Instructions:

The Server is run through Node.js

Game Rules:

* Player Scores a point for every pair they have or get
* Player first must ask opponent for a card
  + If the opponent has it, game will give player a point and automatically remove the card from each player’s hand. Player then will ask for another card
  + If opponent does not have it, player must draw a card from the deck. If the new card would make a pair, game automatically removes the card that causes the pair from the player’s hand and allows player to ask for another card
* After player’s turn ends, it goes to opponent turn
* Game ends after all pairs have been found
* If either player has no cards, that player will get a new hand out of the remaining cards in the deck