Essentially, this will be a version of Mario Party, but with cows instead of Nintendo-copyrighted figurines.

**Modules:**

* Sockets
* Pygame

**Details:**

* Objective of the game is to collect coffee cups through interactions with squares and minigames
  + Players move a random number of squares on the board each turn
* The game is run using a Game object
  + Stores global attributes like board size, whose turn it is, etc.
* Each player will be represented with an instance of a Piece object (ultimately a pygame.sprite object).
  + Players move on the board, which is saved as a 2D array of Square instances
    - Most, if not all, of the squares will be specialized subclasses of Square that store how they interact with Piece objects
  + Players take turns moving a random number of squares
    - The squares should store an ordinal value, so that each square can tell the Piece where to go next
      * The Board class should store a dict() of these ordinals and square locations
* Piece objects contain several attributes
  + number of beans and the number of cups of coffee the player has
    - Displayed in the drawBeans/drawCoffee method of Piece
  + PID, playerID, unique to each player
    - Also stores the name that the player has chosen
* Some squares will trigger minigames
  + Players win/lose beans based on performance
* Some squares allow the user to exchange beans for coffee cups
  + The winner is whoever has the most coffee cups at the end, tiebreaker is beans
* Include auxiliary screens
  + Lobby when users are waiting for more players
  + A help screen on how to play the game
  + Pause screen?
* Incorporating sockets:
  + Each time a player presses a key or moves mouse, the client should echo it onto the server, who passes it to other players