

Bug List:

- Waiting for clients to join is a blocking wait that freezes the host's window
- End turn and roll buttons do not always visually show they are enabled
- Clicking on building button during initial setup will mess everything up
- Network interruptions cause a loss of players and failure to rejoin
- Starting the game without adding all clients breaks everything
- Clients can place one more initial settlement than host
- Clients crash connecting to non-existent servers
- Everyone can roll as many times as they want
- Building buttons are never disabled
- Cannot do a 1 player game
- If you build a city on another player's settlement, it builds a city for them
- Settlements can be built anywhere instead of having to be built adjacent to a road
- Game crashes if port is currently in use