1. (+)Start panel: Name, Create a game, Join.
2. Game markup: width, where to put game id, start button, timer.
3. Players less then 8.
4. (2)Creator is admin.
5. 3 seconds delay before start???
6. (+)Why doesn’t first user disconnect after refresh page (in chrome)?(see 12)
7. (+)Add border between cards.
8. <http://www.maschek.hu/imagemap/imgmap>
9. (+)Subscribe to area click event
10. (+)Cards config to separate file.
11. (3)Make card images as background.
12. Handling page refresh <http://stackoverflow.com/questions/22594897/socket-io-disconnects-when-refreshed>
13. one player game for time
14. statistics
15. (-)fine for wrong click??
16. (+)create room
17. Lock if someone has selected a picture (race condition)(to check)
18. Show winner, how many cards every player has
19. Red border on wrong picture selected
20. Player can’t join to started game
21. (1)Mobile friendly
22. Player quits while playing

Change text create/join

Db for statistics

game is over for everyone show statistics -> refresh for new game

one click start

enter on reg and start

choose group by click, not only code

use scss

//use promises