Known Implementations

* Strictly 1 vs 1 (players) or (player vs AI?)
* Victory conditions given player disconnects
* Penalization for player disconnects
* Wait time estimations
* Wait queue for matching games

Possible Implementations

* Persistence of player state for user re-connection upon disconnect
* Host the multiplayer mode on our own server to aloow support for:
  + (Registered) user identifiers
  + User rankings
  + If we host our own server, we can pay a flat rate for [Jira](https://www.atlassian.com/software/jira)
    - Instead of a monthly subscription for them to host it

Assumptions

* All players can see the Clock, Cards, and Galaxy
* Turn indicator visible to all players
* Fuel visible to only it's owner
* Player cards will be face up and opponents will be face down

AI player

* 1 player vs computer AI player?
* Build a conceptual map of probability concepts onto user selected difficulty levels