Todo:

* Rolling a one
  + For now, show it and then at the end of the turn, flip it back
  + Eventually show it and keep it face up only for the current player
* Prospecting
  + Moving stakes in mining phase still needs work
    - Choose where you want to stake, popup, choose a stake to move, hit stake button
* Mining
  + Removing cards from the playing field
  + Dealing with errors
  + Add them to the HUD
  + Move players to adjacent card
* Bumping other players’ stakes
  + Land on other player’s stake, bump it to an adjacent card, can move a stake to that card but can’t mine it that turn
* Scoring needs work
* Islands
* Pop-ups for feedback and giving messages to the players
* Menu
  + Options
  + Rules
  + Reset button
    - Application.LoadLevel() ??