Organization Strategies:

* Start adding dates problems have been fixed or inspected.
* Add line numbers to where issues are/might be the cause of a bug.
* Green means completed.
* Cyan means currently stable until further testing is done.
* Red means needs updating after a few fix implementations have been tried.
* All organization strategies are subject to change and colors can be swapped to reflect different meanings.
* Organize issues based off of location. Ex: If there is an error in player.rs in ‘update\_pass\_bet’ place the error under that section with appropriate annotations.

Areas to Update:

* Add user input for point to bet on each roll until 7.
* Add user function to see(getter method) how much the player’s pot is currently holding.
* Either point round or the bet functions need to be checked out since there is an issue when making bets in the while function.
* 5-1-21 - Eliminate conversions from main.rs ie the conversion from get pass 🡪 as\_str\_pass. Convert all types in player.rs methods. 4 conversion corrections, line #s are:
* 6
* 8
* 91
* 107
* Add multiple users.
* 5-1-21 - Take Multiple bets
* This works for initial pass bets in pass round function. In points round this has to be tried and tested.
* Points round bet is not responding correctly. First player can make a bet, but the second player can make a bet only after the first players round has finished. By the time, the second player can bet, the first player has won/lost already.
* Bug when roll is 7 in point round you still have to bet. Round should end. Double to check to make sure print statements happen to be in wrong place.
* Forgot to add flag=true. This has now be fixed. 5-11-21
* Should pass bets be made a property of player struct?
* This update to player struct has been implemented to hold pass bet property. 5-1-21.
* Running into move value error. Try and make a reference to that variable in the for loop?
* Reference copy used outside loop didn’t work. 5-1-21
* This error has been temporarily fixed until further inspection. Used .copy() method and the results have not effected the intended output. Further test this to be sure there are no more bugs - 5-2-21. Line 80 – pass\_round function.
* Best way to set up point round? Options:
* Take user input in point round?
* Keep track of how much money player bet during point round. If 7 hasn’t been rolled then player hasn’t technically lost their earnings. Once player has won
* Figure out which players will stay and which players are leaving once a full round is complete.
* Add odds and use them for payouts based on user bets.

Cool ideas:

* Player can bet using USDC linked to a Coinbase acct. (or binance, etc.) and have their digital coin/currency be used for betting. Long way down the line.
* Connect players with secure connection to their IP address and play on the web. Incorporate Rocket.rs?