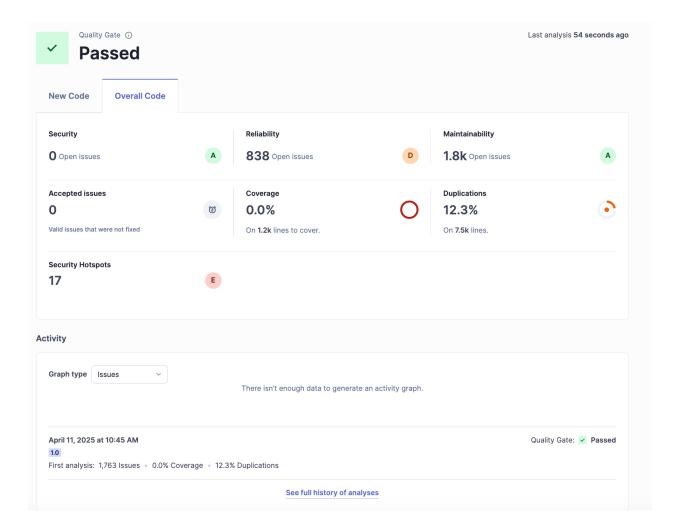
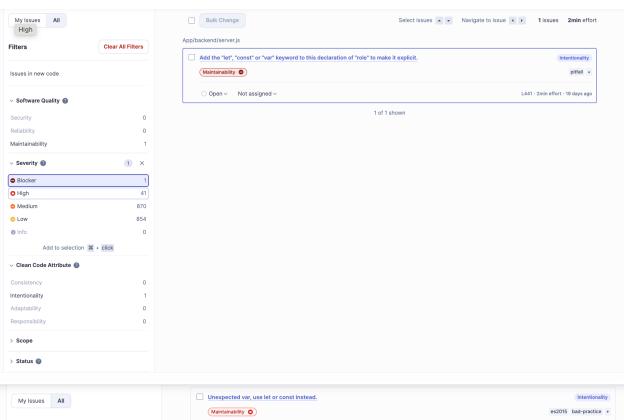
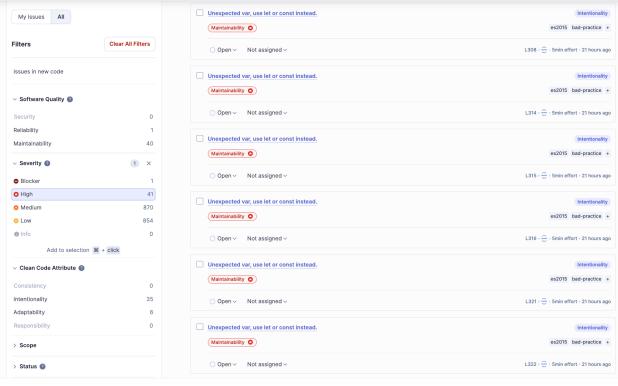
First Rev

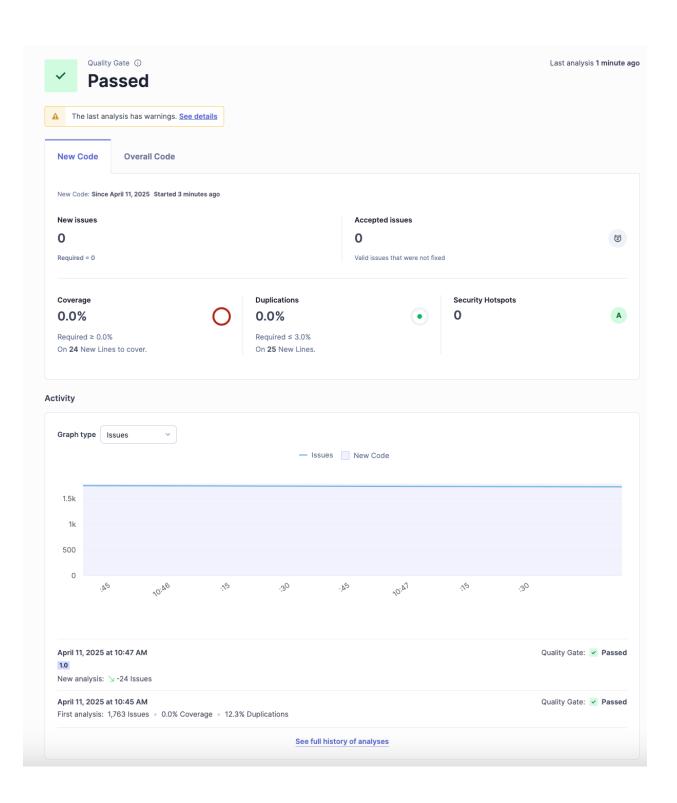


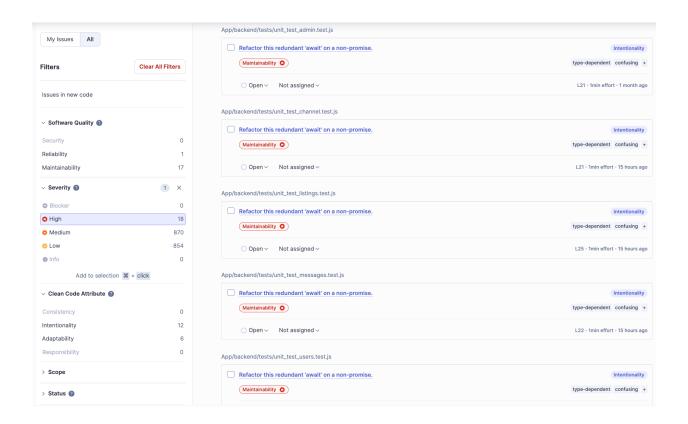


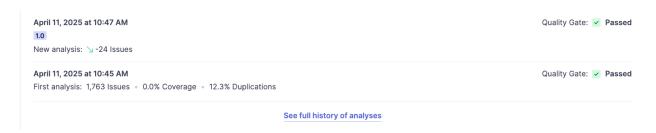




2nd run:







24 issues removed

```
∨ 💠 50 ■■■■ App/backend/server.js 📮
           @@ -305,24 +305,24 @@ socket.on("processInvite", (data) => {
305
     305
           // Starts a battlejack game by shuffling the deck and giving out two cards to each player
     306
306
307
     307
           socket.on("startBattleJack", (data) => {
          - var cardDeck = ["clubs_2", "clubs_3", "clubs_4", "clubs_5", "clubs_6", "clubs_7", "clubs_8", "clubs_9", "clubs_10", "clubs_10", "clubs_0",
308
           "clubs_K", "clubs_A",
     308 + const cardDeck = ["clubs_2", "clubs_3", "clubs_4", "clubs_5", "clubs_6", "clubs_7", "clubs_8", "clubs_9", "clubs_1", "clubs_1",
      "clubs_Q", "clubs_K", "clubs_A",
```

var is old jav script. Changed for const or let

```
440 440 if (err) return res.status(500).json({ error: "DB error" });

441 - role = result[0].role;

441 + let role = result[0].role;

442 443 if(role ===="admin"){
```

Blocking bug^