1. BUG FIX: Code should crash on Linux. Find the cause of the crash and fix it.
2. CLEAN CODE: Currently actions (FLOP, CHECK, BET/CALL) are hardcoded to int values. Create an enum { FLOP, CHECK, BET\_or\_CALL } and use it in code instead of int’s.
3. BUG FIX: When you bet all money, you have 0$. If you then press “bet/call”, you have to give an amount of money. Since you don’t have any money, the game won’t accept your input. It will go into infinite loop.
4. FEATURE: After final check, at the end of the round (after all 5 cards are shown on the table), show cards of players who are in the round. Currently only cards of the winner are shown.
5. BUG FIX**:** When you flop, and other players are still playing, the winner doesn’t get money.
6. CLEAN CODE:players[4] means an user. Create an index “player\_index” = 4 and use it as: players[player\_index].
7. BUG FIX: Players can't have negative money.
8. FEATURE: Add a fourth input option, "RAISE". It should allow players (user and computer) to raise current bet.
9. FEATURE: Allow more than 6 players to play.
10. FEATURE: “D, H, C, S” becomes: “Diamonds, Hearts, Clubs, Spades”  
    “J, Q, K, A” becomes: “Joker, Queen, King, Ace”
11. BUG FIX: Showing players cards after win is inconsistent.
12. BUG FIX: After player checks, next player (“Kamil”) can bet higher. (EDIT: it’s not a bug, but to keep index of tasks I will not delete it.)
13. CLEAN CODE:Divide one .cpp into .h and .cpp for classes
14. BUG FIX: Blind is given to already lost players and takes 20$ from them (money magically appears from nowhere)

Po tym losowaniu binda mozna jakiegos for a zrobic zeby sprawdzil czy gracz jest w grze plus i czy da się polozyc binda na jego miejsce, dodatkowo rozwiazac problem z kasa

1. FEATURE: Winning/losing message
2. BUG FIX: When player has 0 money and wins pot, it acts like he lost and its game over
3. BUG FIX: Winning/losing message doesn’t work if player loses game with all-in
4. BUG FIX: When player accidentally press something else than number (f. ex. Arrows), game loops infinitely.
5. BUG FIX: after you check, someone bets and you wanted to flop, it didn't work and acted as you would betx