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”

TODO:

* + - 1. There can be a situation where everyone flops and no one wins – DONE in 12.Everyone\_flops\_bug\_fix branch
      2. All in – DONE in 7.Bug\_fix branch
      3. Blind takes money from players that already lost – DONE in 9.Feature branch
      4. Blind symbol (“@”) shows properly only with 6 players – DONE in 11.Bind\_placement\_bug\_fix branch
      5. Sometimes game goes into an infinite loop, not sure why