To dos:

* ~~End game when all fold~~
* ~~Allow less than 6 players per table~~
* ~~Require log-in~~
* ~~Dashboard: create table (set table name and password), go to tables already joined~~
* Require players to match raise
* ~~Player can buy in~~
* ~~Show each player’s purse and buy-ins to all in table~~
* ~~Tab title -> player and table~~
* ~~create table~~
* ~~join table if inputs table name and password~~
* ~~confirmation page for leaving table~~
* ~~reset table button in dashboard for table creator~~
* ~~confirmation page for resetting table~~
* later: table admin adjusts table attributes
* ~~correct new\_table inputs so validations will work~~
* for later: invite player to table
* ~~start button for game~~
  + ~~unfolds all~~
  + ~~stage=deal\_cards~~
* make sure no negative values are happening anywhere
* ~~change “record” actions from get to post~~
* create leaderboard of biggest winners and losers
* list of tables to watch
* allow user to see his hand history
* update player numbers whenever a player leaves table
* mandatory blinds
* prevent users from being logged out after inactivity

bugs

* ~~when user joins and doesn’t have cards, he gets error~~
* ~~joining with wrong table password gives error~~
* player already in table can join table
* list of players is flipping when only 2 players are in the table
* **“check” move not working as expected**
* ~~Double check deck shuffle rules: saw duplicate cards~~
* game stops if current player leaves table
  + fixed by updating current player upon leave?
* Fix the notice “one of two things happened”
* Purse must be positive
* Player with purse == 0 cannot play