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
* Double check deck shuffle rules: saw duplicate cards
* ~~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
* 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

bugs

* when user joins and doesn’t have cards, he gets error
* joining with wrong table password gives error