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
* table admin adjusts table attributes
* correct new\_table inputs so validations will work
* for later: invite player to table
* start button for game
* make sure no negative values are happening anywhere