Things that need to get done:

* Start game functionality
  + Don’t allow players to interact with board until game is started
  + Only game owner can start the game
* Assign pieces/color to each player
  + Start with random circle color
  + Eventually change circle to tractor graphic
* ~~List logged in user’s own game information, such as balance, owned properties, etc.~~
* Show list of other users in their game
  + Quick view (balance, num properties owned, etc.)
  + Click on quick view to open detailed view (modal)
* Move pieces around board when player clicks spin
  + Multiple players on same space
* Assign turn order
* Prevent players from interacting with the board if its not their turn
* ~~Fully work out property purchasing~~
* ~~Purchase property upgrades~~
  + Display property upgrades (50%)
* Rent paid when player lands on
* Other spaces (jury duty, auction, etc.)
* Lose a turn functionality
* Player losing functionality
* Endgame trigger
* Player won screen
* Game history
* Player stats
* Fix spinner animation
* Sell property

LAST: RISK CARDS