Things that need to get done:

* Lose a turn functionality
* No rent due functionality
* Player losing functionality
* Endgame trigger
* Player won screen
* Game history
* Player stats
* Multiple players on same space?
* Fix spinner animation
* Display property upgrades on board
* ~~Fix didSpin resetting to false on reload~~
* ~~Pass start, gain 200~~

Later

* Sell property
* Animate piece movement
* Trade property with other players
* LAST: RISK CARDS

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 (50%, logic in place, just need to visualize it)~~
* ~~Assign turn order~~
* ~~Prevent players from interacting with the board if its not their turn~~
* ~~Fully work out property purchasing~~
* ~~Purchase property upgrades~~
* ~~Rent paid when player lands on~~
* ~~Other transactional spaces (jury duty, auction, etc.)~~