Things that need to get done:

* Sell properties
  + Sell upgrades at half price
  + Trigger modal for ALL players to offer to buy property

Later

* Animate piece movement
* Fix spinner animation

Much later:

* Game history
* Player stats
* Custom pieces
* Original board skin

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.)~~
* ~~Player losing functionality~~
* ~~Endgame trigger~~
* ~~Player won screen~~
* ~~Display property upgrades on board~~
* ~~Fix didSpin resetting to false on reload~~
* ~~Pass go = 50\*properties owned~~
* ~~Lose a turn functionality~~
* ~~No rent due functionality~~
* ~~Multiple players on same space?~~
* ~~Risk Cards~~