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 (50%, logic in place, just need to visualize it)
  + 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%, logic in place, visualized partially, need to place upgrade markers on board)
* 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
* Trade property with other players

LAST: RISK CARDS