* Mitigating circumstances and deadlines;
* Thinking bout front-end/back-end:
  + Nr of players
  + Image !!! (Send to back end or not) – static file Jay explain
  + Nickname/name or whatever
  + Update money function – every player has;
  + Check how much money are in eduoafjbsfkj;
  + On a property – have all the details about that property on the side;
  + End game button;
  + Give up button – individually for each player (deletes the properties, name, icon, money lalala everything);
  + Done button locked then dice unlocked – send back to back-end;
  + After rolling three doubles set position to tutor room;
  + Check the property – get the property if the player has the money and wants to; OR has to pay someone to pay someone (check if the player has the money – if not, delete everything) OR special card (go somewhere or get/pay money) OR no message; THEN unlock the done button;
  + Check nr of players (if it’s 1 end game);
* 2 sessions on different computers – how will the storing work? – session Django
* Ssl thingy
* Diana + Jay – everything above;
* Jay – find sound;
* Tsveti – dice, animations, moving stuff;
* Carla + Dacian – changing the cards, preparing the data for front end (two people for that);
* Alan – hamburger menu, working on sessions;