1. Find where database is being deployed to Android devices.
2. Edit .gitignore to not overwrite our CG\_MobileChess App’s icon that you click to open the app.
3. Set up debugger for everyone.
4. Fix disconnection issue
5. Fix disconnection issue
6. Write rest of CG\_Match class functions
7. If player disconnects, remove from match, queue, and connection list
8. Assign match an ID when match starts
9. Write client to interface with server
10. Put server code on Raspberry pi
11. Make Raspberry Pi accessible on internet
12. Replace SocketIDs with usernames from database
13. Create ChessClock class