Username, email, password, balance, phone number, and address stored in database

Logged in, send info to lobby to compare username against null, if username isn’t null then change the following about the lobby:

* show log out option
* hide Login/Create Account option
* show cashier, deposit button

Create new Cashier Window from main.js every time someone clicks Cashier Button, no hiding and showing

* send username, address, phone #, and balance from main.js to CashierWindow

Create games and add to lobby listings first then server database

* Update after every hand and record time of first hand of session, so you can know when an hour passes

Send username and balance to all games

* new games you create
  + send info to it from create: Cash channel in main.js
* current ones running after double clicking listing in lobby or click Open Table on right side bar
  + your info is already in the lobby so you can retrieve that, BUT IS NOT SENT IF NOT LOGGED IN
    - initialize username, if (username != null), then username is logged in

Buy in cash, sng, or tournament (send it to cashier window and from there total balance to main.js)

* Send info to main.js to update servers on new balance
  + Include in play and available balance
* Send info after every hand where you gain or lose chips in cash game from table.html to cashier and database

Any user can create new cash games, but only admins can delete cash games