* When rows and columns are filled, have them turn into the current player’s color/image before being destroyed
* When pieces are destroyed, have them swell up and explode, sending particles everywhere
* When player is hovering over a tile where their piece won’t fit because it is too close to the edge, do not highlight only part of the piece. Highlight the whole piece, but move it so it is not out of bounds. This stops the player thinking that they have a different piece because of only part of the piece being shown
* To have animations for new tiles upon getting new game data, mark new tiles with a ‘new’=true attribute. Then the controller will set an animation for the tile. Same with delete to make tiles disappear.
* Have username etc stored in cookie/session/other way so that user doesn’t need to log back in if they close and open the page within like 10 min