Course work MVP plan

Client + Server

1. Basic Poker
   - Lobby (done)
     - Server route for getting all rooms (done)
     - Client renderiing of all available rooms with refresh (done)
     - Server route for creating room (done)
   - Room
     - Client rendering of room: players, room_id (done)
     - Server route for starting game
     - Client rendering of game state
     - Server routes for in game actions
2. Skewed sampling (for preflop)
3. Game tree nodes

Backend library

1. Basic poker (done)
2. Skewed sampling
3. Game tree nodes