* Finish mobile optimization for all components
* Auto-close navbar burger when navbar links are clicked
* Auto-clear modal forms back to default after submit
* Hide inactive players
* Add dark/light mode toggle
* Change refresh criteria to prevent refresh when using navbar links
* Sort active players table by ranking
* Fix local frontend path to not have /RallyRank suffix
* Limit homepage game history to 10 games
* Implement pagination on full game results table
* Categorization tags based on rating
  + “Champion” for highest player
  + “Novice” for low players
  + Other tiers
* Create player profile pages
  + Player Avatar
  + Category badge
  + Rating
  + Ranking
  + Win-loss record (with pie chart)
  + Average game score
  + Rating history line chart by date
  + Game history with pagination
  + Biggest win
  + Biggest loss
  + Biggest rival (come up with clever definition)
* Placement system for new players
  + Players not rated until some games already played
  + System assigns ranking based on initial results
* Credentials for making edits
* Ping Render backend with cron-job
  + Ideal: random sub-15-minute interval pings between 12 and 2, and 3 and 6 on weekdays only
* Potentially edit local yarn dev scripts to start local Flask app and Postgres server
* Clean up package dependencies and vulnerabilities
* Add readme