To Do:

* Edit Game
  + ~~Point values~~
  + ~~Advance/regress image~~
  + Import multiple images at once
  + Load image stability
    - Cancel load file when clicking cancel
    - Sometimes a file is loaded twice
    - Specify whether a file is inserted before or after
* Run Game
  + Controls
    - ~~Advance~~
    - ~~Go Back~~
    - Hide Slide
    - ~~Slide # Indicator~~
  + Preview Panel/List
* View Pane
  + Hide and add players to scoreboard
  + Resize Image to fill screen
  + Center image if it does not fill screen
  + Resize image with window resize
  + Add full screen button
  + Add color support
* Other?
  + Find a way to remove first dummy empty slide
  + Save/Load
    - Add save/load mechanism for images (can’t be serialized – find workaround to serialize file paths separately)
    - Test that other serialization works
    - Custom load images
      * <https://stackoverflow.com/questions/15496/hidden-features-of-java/142676#142676>
    - Names not saving/loading