To Do:

* Edit Game
  + Set up image to bind to resize with window
  + Point values
  + Advance/regress image
  + Import multiple images
* Run Game
  + Controls
    - Advance
    - Go Back
    - Hide Slide
    - Slide # Indicator
  + Preview Panel/List
* View Pane
  + Hide and add players to scoreboard
* Other?
  + Find a way to remove first dummy empty slide
  + Save/Load