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
  + Add slide type/# of points for current slide indicator
* 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~~](https://stackoverflow.com/questions/15496/hidden-features-of-java/142676#142676)
    - Names not saving/loading
  + Add keyboard shortcuts
    - <https://dzone.com/articles/handling-keyboard-sortcuts>
  + Timer functionality