* 1 every 5 can be white --- see 2Blue2Light1White ->0000000000000000000000000000000000000000000000000000000000000000000000

5 seconds of movement normally then 2 seconds back then repeat

->0000000000000000000000000000000000000000000000000000000000000000000000->

2 will then be lighter blue

note, first pixel is constant.

* The strip will cycle between the only blue, and a mix between blue and green, but, it will show up as a gradient that is cycling through the strip: (this is not a great explanation) -- this color shown is supposed to be blue. This can also change to yellow-or red when cannon is about to fire 00000000000 00000000000 00000000000 00000000000 00000000000 note, this needs to be fixed slightly if that is the decision -- first pixel is constant and the colors are half blue, and blue green looks largely like green.
* fade between blues. 000 000 000 000 000
* looking like fire (or blue fire), with a semi random height that goes will only drop or raise 1-2 pixels at a time, and not go over the top, and will generally stay low on the height. Or like snow falling, so individual sets of pixels dropping down, that vary in size and shape.
* rainbows.
* We can always change the position or order of the lights.
* Start with all lights blue and lit and slowly count down until it hits the bottom where it shoots.
* When Reloaded it slowly lights up the lights till all are lit
* Shows how many are in the barrel of the cannon kind of like an ammo counter.
* lights point towards the cannon quickly when it fires the first time.

<http://moving-rainbow.readthedocs.org/en/latest/guide/color-wheel/>

<https://learn.adafruit.com/digital-led-strip/code>

\_\_\_\_\_\_ == already done

\_\_\_\_\_\_ == note/warning