* Test similar sized people
  + Expect more similar gaits
* Testing robustness by compare walking on different paths
  + Filter out path related differences?
* Experiments
  + Literally use Eigenfaces code
  + Controlled path (limited data) to start
* Balance enough data to be valuable and time to take data
  + Number of people, type of people, start with QEA class and potentially grab Carpe or DH line
  + Different paths would be later step; start simple with straight line path
  + Different pockets would be cool to explore; would it really make a difference?
* Concerns: girl pants without pockets
  + Back pockets should be fine
  + Would it work with purses? Totally different can of worms.
  + Control pocket for first data set?
* Get both different and similar people data
* Concern: type of pockets available changes
  + Same pocket in different pants will accel differently
  + Identifiable arm swinging?
  + Give people a pocket on a belt?
    - Doesn’t fit design goal
* I’ve got a pockets
* Turning is negligible, still start straight
* Mostly after is it in *this one person’s* pocket