

- saved videos - everything in that cluster (all the videos) are saved up until that point .
- Pushes recordings to the recordings tab.
- User's saves should be maxed of 7 saves.
- recordings are capped at 24 hours.
- Cameras are added sideways, keep track of objects, actions, and status for each camera. (Camera is moved to rightmost side of cameras).
 - Arbitrary max to # of cameras for our project
- For each cluster, rerender the middle part (cameras)
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- For something to be saved, it should have been recorded first
 - For now, we can have an arbitrary max of recording size (past 6 or 24 hours of recorded footage)
- Description for each feed
 - Is super dynamic, objects get deleted when they leave the screen
 - FOR UI: make it easy to remove/add these
- Alerts
 - When dangerous things are identified a red/or some other indicator
- Save going through and seeing the info
 - TBD: if we save objects at each timestamp
 - Example: Keep track of all statuses
 - All special statuses linked to timestamps
 - Bubble with detail under the saved video

Questions:

- Is there a maximum number of objects that can be detected in a scene?
 - UI perspective, we can only display X objects