# TODO:

* Top priority: get the game working on an iPad
  + Zuoming has an iOS developer license
* Make the game more appealing for the conference by April 22nd ~ April 30th
  + Incorporate some fun facts into the game
* Fix the count the ants game
  + It’s not submitting data properly
* Start email about things we can do to the game to make it nicer to play by the short term
  + Send it to everyone to get everyone’s input
  + By end of the week should have list of things to do
  + What if we include the radiolab podcast about ants in the background?
  + Revive the idea of having different versions of the game to test different things
  + What if fun facts were presented in the form of a video
  + Make fun facts appear as text pop-ups as you’re playing without interrupting play
    - Detect when the user is tracking a lazy ant, then show them the lazy ant factoid
  + Make sure the path is shown when the game is over
    - Maybe overlay the ground truth when the level is over so the user can compare
  + Add an “off-screen” button or clicking area to the top of the screen
    - Or just not have users track those ants
  + Play nice background music during game
    - Allow people to skip songs they don’t like
  + Think about how to make it more of a game rather than a tool
    - Can make it educational, where the knowledge and the fulfillment is what players get out of it.
    - Can make it more of a challenge, where players come for the gameplay.
* Fix the path overlay, only show it on the first frame, and then hide the overlay by default
  + Also redesign the reticule to make it not so much in your way.
* Email Minshin asking whether per-100-frame ground truth is just the 100th frame or some kind of average.