1. ~~Update People page on website –~~ **~~do by Monday~~**
   1. ~~Add Livio and Zuoming to the list~~
   2. ~~Add contact us page~~ [~~angryants@email.arizona.edu~~](mailto:angryants@email.arizona.edu)
   3. ~~Take out Joy, Ryan, Yi.~~
2. ~~Juiciness –~~ **~~do by Monday~~**
   1. ~~have options for these things~~
   2. ~~replace the show/hide button with an options menu~~
3. ~~Play sound effects in response to certain actions –~~ **~~do by Monday~~**
   1. ~~Get sound on/off music button~~
   2. ~~Merge it into the current game~~
4. ~~Fun fact pop-ups –~~ **~~do by Monday~~**
   1. ~~Identify boring ants and bring up a popup~~
   2. ~~Have a collection of short facts, taken from all of the resources that the biologists have given us.~~
   3. ~~If user is tracking a lazy ant, start with collection of lazy ant facts~~
   4. ~~Keep track of which facts the user has seen so that they don’t get repeat facts~~
   5. ~~Keep facts in database, at least have 20 or so~~
5. **~~Get screenshot of the game – do by Sunday~~**
   1. ~~For the paper~~
6. ~~Instant replay: show user what the full path looked like to make them feel a better sense of accomplishment –~~ **~~do by Monday?~~**
   1. ~~Perhaps add ground-truth comparison at the end to show the user how they’re improving the existing data~~
   2. ~~Make different versions, show it to random people and ask them what they prefer~~
7. ~~Play music in the background –~~ **~~maybe by Monday?~~**
   1. ~~Make button to turn off the music, or switch to next song~~
8. Fix the count the ants version and add it back to the main version – **immediately**
   1. Was mentioned in the paper
9. Merge the funfacts version of the game with the main version
10. Merge the instant replay version of the game with the main version
11. Fix the cursor in the main version of the game
    1. Make it so that it is above the HUD buttons
       1. Have normal cursor above the HUD, rather than the pen.
    2. Make it so that when you click with the cursor, it does not animate, because removing control from the user does not feel good.
    3. Close the options menu when it’s not in use
    4. Make the options menu open on mouse-over, not mouse-click
12. Refactor the game in order to clean up the code
    1. It’s becoming too tedious to add new features
    2. Maybe experiment with not using the YouTubeAPI?
    3. Put data into database, not files
    4. Have count the ants record direction as well as position to avoid problem of ants stacked on top of each other
13. Break videos up into segments.
    1. Figure out how to stich segments together into one video
    2. Must verify that the final coordinates point to an ant.
    3. Get count the ants for beginning of each segment
14. Add iPad functionality
    1. Figure out how to be more accurate?
15. Add points/judging system to make it look more like a game
    1. Give users points, judge them against average