1. ~~Improve the interface: thinner lines that don't get in your way and fade after some time~~
2. ~~Hold down mouse to go down~~
3. ~~Add x8 and x16 speeds~~
4. ~~Improve video quality by not upscaling the video dimensions~~
5. Play sound effects in response to certain actions
6. Fun fact pop-ups
   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
7. Play music in the background
   1. Make button to turn off the music, or switch to next song
8. "Off-screen" ants
   1. Use popup to tell the player to click off screen.
   2. Only announce it the first time
9. Add iPad functionality
   1. Figure out how to be more accurate?
10. 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.
11. Instant replay: show user what the full path looked like to make them feel a better sense of accomplishment
    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
12. Add points/judging system to make it look more like a game
    1. Give users points, judge them against average
13. Improve website design, make it look better, improve wording

* What if we remove the Count the Ants button?
  + Right now it’s not very useful and it might just be confusing people
  + Or should we improve it by adding a time limit?
* What if we remove the submit confirmation button?
* There’s a glitch where some data files are missing the last data point.
  + For example, see 33-2013-03-31-18-24-51.txt
* Livio should look at Google Analytics and see who’s been playing the game.