1. ~~Fix the count the ants version and add it back to the main version –~~ **~~immediately~~**
   1. ~~Was mentioned in the paper~~
2. ~~Merge the funfacts version of the game with the main version~~
   1. ~~also fix the circle when clicking offscreen~~
   2. ~~Move Credits away from game page~~
3. ~~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. ~~Close the options menu when it’s not in use~~
   3. ~~Make the options menu open on mouse-over, not mouse-click~~
4. Have Zuoming and Livio write a one-page summary of the project
   1. Did only the short term things, no long term things
5. Merge the instant replay version of the game with the main version
6. Add a Fun Facts page to website
   1. Maybe include links to videos and pictures.
7. Add tooltip when rolling over the menu buttons
8. Make it so that when you click with the cursor, it does not animate, because removing control from the user does not feel good.
9. 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
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.
    3. Get count the ants for beginning of each segment
11. Add iPad functionality
    1. Figure out how to be more accurate?
12. Add points/judging system to make it look more like a game
    1. Give users points, judge them against average

* Ideas:
  + Fun fact quizzes?
  + Should be able to add new videos to the system and analyze them