Use the intro page to explain what Stuff+ is and why it matters (basically, measuring how good a pitch is while not accounting for results).

Training a machine learning model on the pitch characteristics that make a pitch good, specifically on the probability that the pitch will generate a swing and miss, or what we call a whiff.

Go through the methodology a little bit and just read it.

Go on the videos page and play it for them (highest Stuff+ values at the top, working on down)

Explain that we don’t have all the content on the pages up yet because we are still working on the model and fine-tuning it.

Also explain that we had trouble finding background images that weren’t blurry because of the sizing, and then we had to make them accessible with white text – did that by adding a gray background behind each of the photos and increasing the padding at the top of the page so the white text could pop against a sunset background.

Show the hamburger functionality.

**Video Breakdown text:**

**Comparison Text:**

**Results text:**

**Visualizations text/format:**