Interactive Calculus!

We would like your feedback about what features to prioritize.
Please rank the following from 1 (please implement this first) to 8 (eh, you can do this last).
Thank you!

_____ Built in tutorial / explanation of controls (beyond a README).

_____ The ability to adjust the curve through “nudging” or magnetic pushing. Besides pulling points on the curve, the cursor becomes “magnetic” and you can “nudge” the curve around the screen.

_____ The ability to search for and find inflection points. When you hover over the correct location of an inflection point, a textbox or such will appear.

_____ A command that will show you the location of inflection points.

_____ A slider that will show relevant tangent lines and area under the curve as you slide it from left to right

_____ The ability to use a rubix cube as a controller.

_____ The ability to use any colors as a controller - i.e. the program will calibrate based on your chosen colors.

_____ The ability to see a partially shaded out view of yourself in the pygame window as you draw input curves.

General Feedback! (Now you’ve tried our code, what could we improve?)