Requested December 9th at 6:05pm for interim presentation
Discussed the additional planning required for testing (needed for interim presentation)
Discussed game design
  ● Fuel - “What we really need are things with mass that can be tossed out the back of the ship” aka Mass Transfer
  ● Armor - Iron Chloride (ionically bound)
  ● Upgrading molecules

Macromolecule for “playground”
  ● Building shells representing macromolecules
  ● Paint them as molecules
  ● use as something to fly around and fly through “background”
  ● Hemoglobin
  ● DNA
  ● Not restricted to using this

Make another column in Trello for sprints in between product backlog and sprint backlog- like a staging area.
Keep extra columns for each sprint that’s done.

Requests
Help Button - what should I be doing?
Starting and Stopping a game (saving a state?)