Monday 11/3 Meeting

Scrum conclusion
- List actual time -> Calculate metrics and time reporting (can be done after)
- Figure out where we are at with game design, allocate stories for next sprint
- Agenda for tomorrow meeting?
- Presentation Time?

12/2 4:00, 4:25, 4:50, 5:15, 5:40, 6:05
12/4 4:00, 4:25, 4:50, 5:15, 5:40, 6:05
12/9 4:00, 4:25, 4:50, 5:15, 5:40, 6:05

Create models
- Tetrahedra
- Linear and Trigonal Planar

Create basic base
- drop collectables of at base

Create preliminary HUD and timer

Iterate on game design

Damage to ship when hitting obstacles
- incremental screen cracking

Molecule rotation

Agenda:
- Present scrum deliverables
  navigation and molecules
- Discuss interim presentation times
- Discuss current game design
  molecule rotations
discuss zones
discuss macromolecules
discuss required molecule for upgrades
comments on other things over the next couple of days
- Testing Strategies
- Review sprint 3 tasks (time permitting)