

## Demo Comments

- Better controls
- 3D space reference, where the base is
- Obstacles?

## Joes Questions / Comments

- Where are what will the objects be
- Where is the main character in the game? There's levels and such but where are you going? What sort of obstacles, barriers and scenery? Where is the main character going to towards the end of the game?
  - Player is shooting through space, "they don't know where they are"
  - At the end of each zone, the main character attempts to travel back home, but before the end of the game it isn't successful
  - We could be traveling through different types of food
- The game needs more help functions. Needs some element to provide orientation information, and some sort of mechanism to provide the user with the task they need to accomplish
  - We have tasks for skybox, and objective from the base

## Our Questions

- How were the controls?
  - Hard to know the orientation
  - Mouse seemed okay

## Maggies Usability Test Overview

- Need to get approval from RIT IRB
  - Do this by the end of the semester
- Example procedure
- Bonus points from Joe
  - Timeslots to manage the amount of people who want bonus points

## Linear Models

- Hydrogen, Oxygen, Carbon Dioxide

## Trigonal Planar Models

- Formaldehyde ...