

Boundaries:

- Distance from the base?
- Based on “what makes a game fun”
- Represent boundary walls as an enzyme separator
- Represent boundary as a cell wall
- Things don't necessarily pass through cell walls

how far are enzymes to each other

If a ship is the size of a bond 2 enzymes could be around 400 units apart.

Giant cell. Player must travel to different areas and collect molecules around different enzymes and the player must get to the nucleus to destroy it.

Ideally would want multiple professors eventually,
judge students activity
professor ability to delete students from system
some sort of semester/course identification
sortable students

Storyboarding?

The meeting next week - >

1. Decision on how the project should run
2. Professional Unity? Do we need it?
3. Graphic Artist?