Agenda for Meeting on 10-1-15:

1. Perform the rituals of a Scrum Stand-up meeting
   1. What I’ve done
   2. What I’m working on
   3. What I’m having trouble with
2. Update metrics tracker accordingly
3. Work on game design document
   1. Start developing a story and an objective for the player
   2. Brainstorm which molecules we will need
   3. Work on visual layouts in the form of wireframes