* Server
  + The game will run as a standalone application.
  + The game will send player stats to a server.
  + The server will allow an instructor to log in and view stats.
  + The server will allow students to log in and view their individual stats and instructor info.
* Game
  + The game will allow a student to log in to their account before playing the game.
  + The game will allow the player to visualize molecules in the game in the molecular world.
  + The game will enable students will to scan Molecules with their “Molecudex” for more detailed information about the molecule (may involve the student inputting some information such as the molecular geometry).
    - The game will allow players to be able to view a 3D model of scanned molecules in the Molecudex.
    - The game will allow players to be able to view the detailed information about the molecule in the Molecudex (bond angles, geometry, formula, common reactants?, etc.).
    - The game will allow players to input the geometry for a molecule while scanning.
      * The game will collect the metric of how many attempts it takes to identify a molecule and will send it to the server for each player.
  + The molecules will follow the typical CPK color assignments unless noted otherwise.
    - <https://en.wikipedia.org/wiki/CPK_coloring>
  + Fetch Quest System
    - The player will be given a molecule at the start of the level to find.
    - The player will be given information about the molecule such as the name and the geometry.
    - The game will present molecules such that they can be visualized in 3-D (VSEPR) and so that the player can find them according to the information given.
    - The game will provide players with examples of the different molecular geometries (in the Molecudex).
    - The game will present other molecules in the level that are not the objective. These will serve as distractors in a level.
  + The player can play offline and the stats will be uploaded to the server when next connected to the internet.