Progress Update

* Sponsor has started to give more updated ideas of what he wants

Agenda Discussed:

* Mobile main or Desktop? DESKTOP; Native
* Keeping Ship for now
* No pressing issues that need to be fixed (we can fix minor issues at our own pace once we start development
* Joe cautioned against using too many specific chemistry concepts
  + They will involve a lot of physics
  + They will add more work for us
* Tasks
  + ALL group members should come up with at least 3-4 new ideas on how to utilize chemistry concepts in-game to make the game’s core be more well-enhanced
    - SWOT Brainstorming
  + We need to improve the intuitive-ness of the controls of the ship
  + Joe: “Mission is ill-defined”
    - We will want to define the objective of the game once we come up with chemistry concepts to use in game
  + No representation of molecules after they have been collected
    - We will probably want to determine a way to use and show a visual representation of the collected molecules so that students
  + NOTES REGARDING WHAT SHOULD BE TAUGHT
    - We want to mainly be teaching Molecular geometry right now
      * This means we’ll need the player to be able to rotate / move around molecules / Atomic structures to get a better idea of how bond angles and other aspects of molecular geometry work.
      * We should ALSO keep in mind that this should be expandable to something more substantial (example: chemical reactions/release and absorption of energy and thermodynamics or electrical interactions between molecules and atoms)
    - Read over the two syllabi in the group folder for ideas