## Content Accomplished In The Fall Semester

* Moleculog almost complete
* Task system started
* Molecule generation complete
* Molecule database established (may be added to)

## Scope For Spring Semester

* Set up Server Side and the corresponding database
* Set up network communication between Unity and the Server
  + Student and Teacher Accounts
  + Player metrics and updates (to be discussed more)
  + Prototype other potential Server Side features (as they come up)
* Flesh out the game’s content some more (with the help of a graphic artist?)
  + Flesh out storyboard
  + Clean up Moleculog
* Finish implementing the Task System
* Molecule generation improvements:
  + Incorporate more molecules for dynamic generation
  + Molecule creation and modification tool
* Incorporate story elements to the game
* Level improvement and additions
  + Utilize Task system, Moleculog, and Molecule generation in the existing level
  + Create modular 3D assets (using cubes and simple shapes) that can be pieced together for a level

## Expected Deliverables

* Game Content
  + Completed Moleculog
  + Completed Task system
  + Completed Molecule generation
  + At least one level completed integrating all previously completed components
* Server Side Content
  + Student and Teacher accounts fleshed out
  + Communication with Unity and Server Side database
  + Updated Web Client displaying new metrics and information
* Source Code
  + Source Code extracted from our private repository for future teams (to be discussed)
* Executables
  + Game: Windows, Mac, and Linux
  + Server Side: Web-client deployed and running on Heroku (with download links for the game?)
* Documentation
  + README instructions for setting up Unity and the Server Side
  + A Storyboard document describing our thoughts and direction for the story
  + (If time allows) A document detailing important code snippets (for the next team)