

Requested December 9th at 6:05pm for interim presentation

Discussed the additional planning required for testing (needed for interim presentation)

Discussed game design

- Fuel - "What we really need are things with mass that can be tossed out the back of the ship" aka Mass Transfer
- Armor - Iron Chloride (ionically bound)
- Upgrading molecules

Macromolecule for "playground"

- Building shells representing macromolecules
- Paint them as molecules
- use as something to fly around and fly through "background"
- Hemoglobin
- DNA
- Not restricted to using this

Make another column in Trello for sprints in between product backlog and sprint backlog- like a staging area.

Keep extra columns for each sprint that's done.

Requests

Help Button - what should I be doing?

Starting and Stopping a game (saving a state?)