**Suggested Future Modifications and Functionality Updates:**

- Game Paused – Allow user to maneuver objects (that were improperly placed) to their proper place

- Receptor Transmembrane – add a color indication of the receptor passing through the cell *membrane* to provide the user with a visual indication that 'something is supposed to happen here.' (is this what you had in mind?):
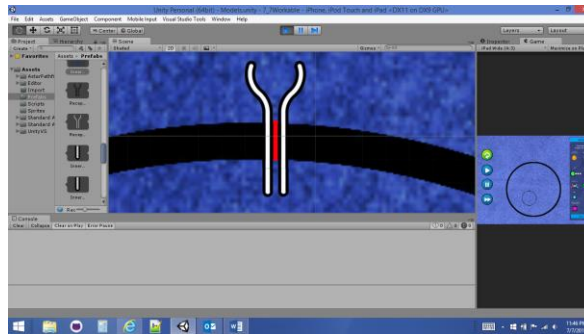
- Change the cell *membrane's* name from cell wall to cell *membrane*

- Either rename phosphate to GTP or add an additional GTP object

- Eventually change the GDP and GTP nucleotides to resemble ADP and ATP respectively only with a square body followed by a series of round phosphates currently used with ATP. If this a sure thing, there really isn't much need in creating a new GTP object. We could just rename the phosphate object for now (?).

- *PINCH TO ZOOM FUCTIONALITY* (Jonathan – is this something easily implemented with the current scripts?)

- Address cell *membrane* permeation by the protein signaler molecule (occurs when a receptor is spawned inside the cell *membrane*)

- Randomize menu. Current menu layout closely represents the actual signaling process. Randomize the menu to make game play a bit more challenging.

- ATP tracking, receptor placement, and prevent objects from focusing on interactive objects outside of their reach. (i.e. an ATP targeting an activated receptor outside the cell *membrane*. This will have to be addressed on all objects as the current algorithm does not account for objects spawned outside of their reach (they'll just bounce back and forth on the cell *membrane* trying to breach through the cell *membrane* to get to their target.

    ……….cell *membrane*