* Compound/Element
* Interactions
  + Possibilities for moving the compound:
    - Click and hold and then drag
    - Click to select element, then move it wherever, then click to let go
    - Let it always follow the cursor
* Collision points
  + Boundary between answers and main gameplay
  + Super freezer
  + Super burner
* Some sort of indication of a change with the compound/element.
* Temperature gauge
* Interactions
* Trigger to answer the question.
* How do we want to present questions?
* What form should this take? As a separate screen or should the answers be present on the gameplay area?
  + Answers present on the gameplay area, in the top of the screen.
  + When player moves mouse over there it changes the cursor from the compound into a an actual mouse cursor so they can easily select their answer.
* Collision points
  + Each answer
  + The boundary between main gameplay area and the answer section
* Score tally for winning streak
* Is this necessary?
* Score
* Interactions
* How do we want to score?
  + When a person gets an answer right (all properties) they get one point
  + Do we want partial points for getting just some of the properties right (BP, MP, etc…)?
* Something to freeze, something to heat
* Collision points
  + Super Freezer
  + Super Burner
* Interactions
  + If the compound is placed within the Freezer then the temperature goes down
  + If the compound is placed within the Burner area then the temperature goes up
* Exit/Cancel/Pause/Help
* Collision points
  + The button area
* Interactions
  + Clicking the button will open up the appropriate menu
* Sound/Toggle Sound
* Is this necessary?
  + Joanna is working on the sounds/music
* Collision points
* Interactions
* Award system
* Right/Wrong
* Should answers have feedback after answering one question or after several?
  + After answering one question
* Interactions
  + Answers will be displayed along the top/bottom
  + Clicking an answer opens the result display
  + After results display the possible answers are switched out/replaced
* Results Display
  + Display the properties of the actual compound you were playing is
  + Display the properties of the compound answer you clicked on
  + Put a check mark or X where the properties match or don’t match