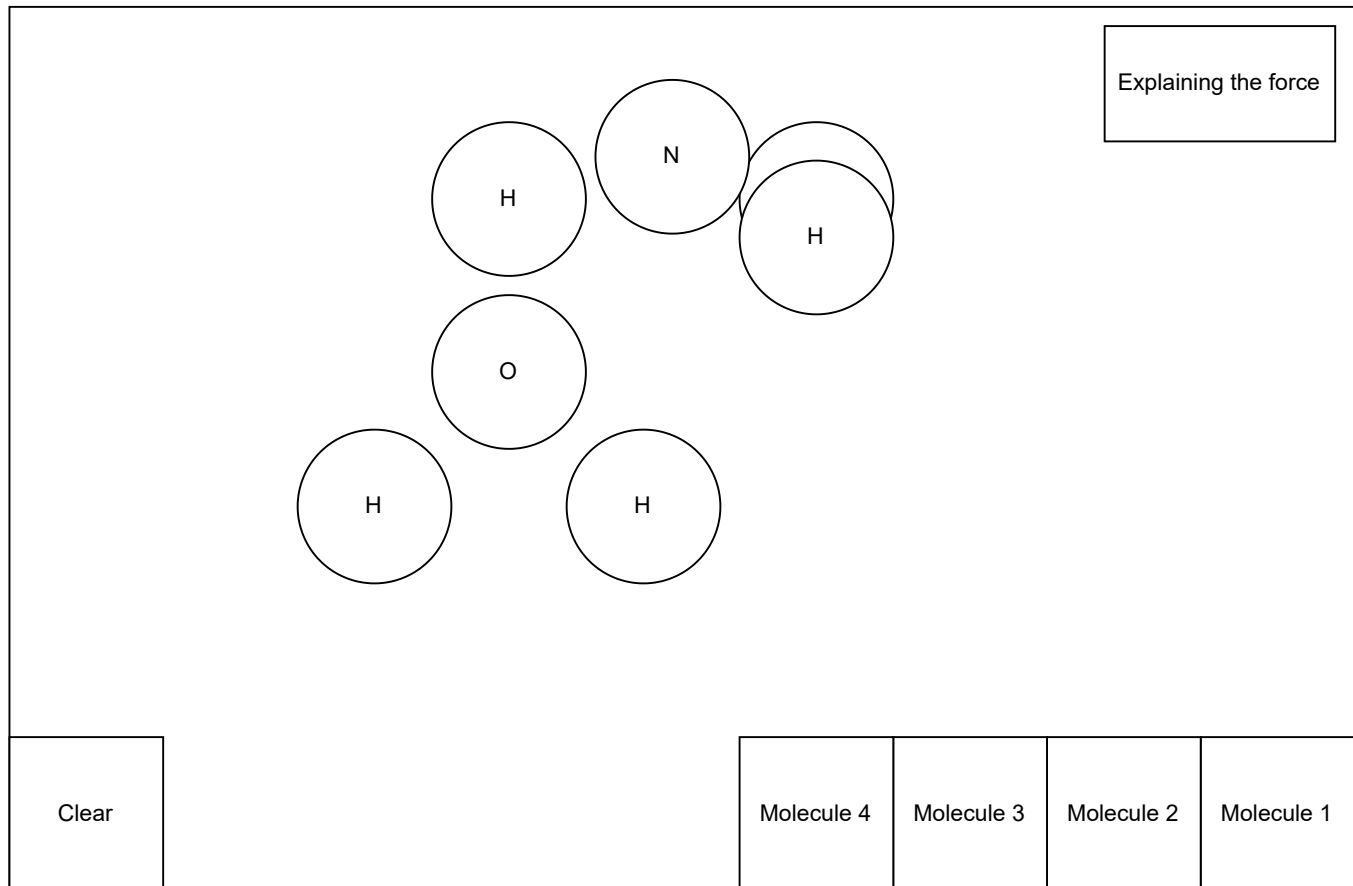
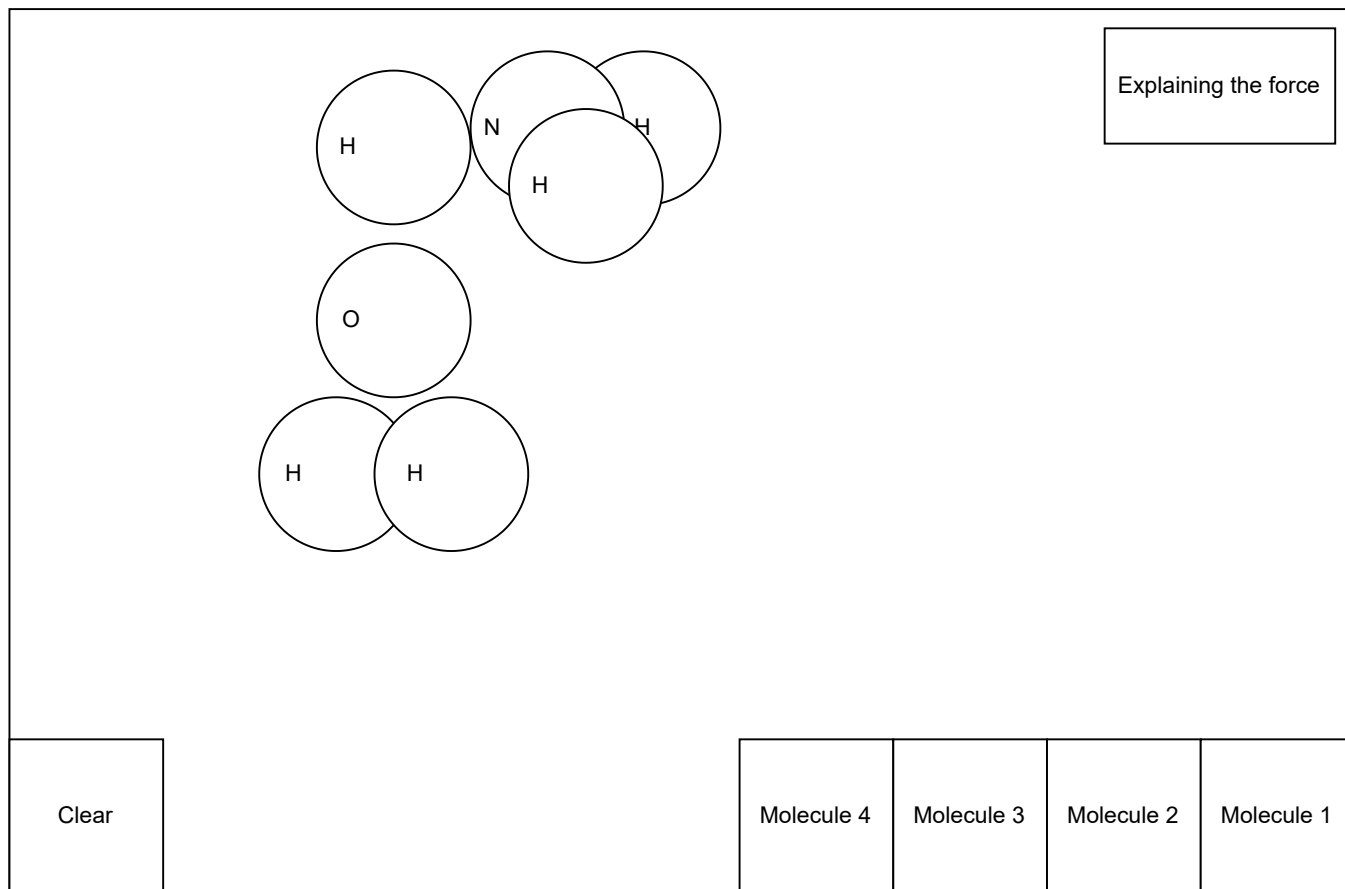


Criterion B: Design

GUI
Element 1

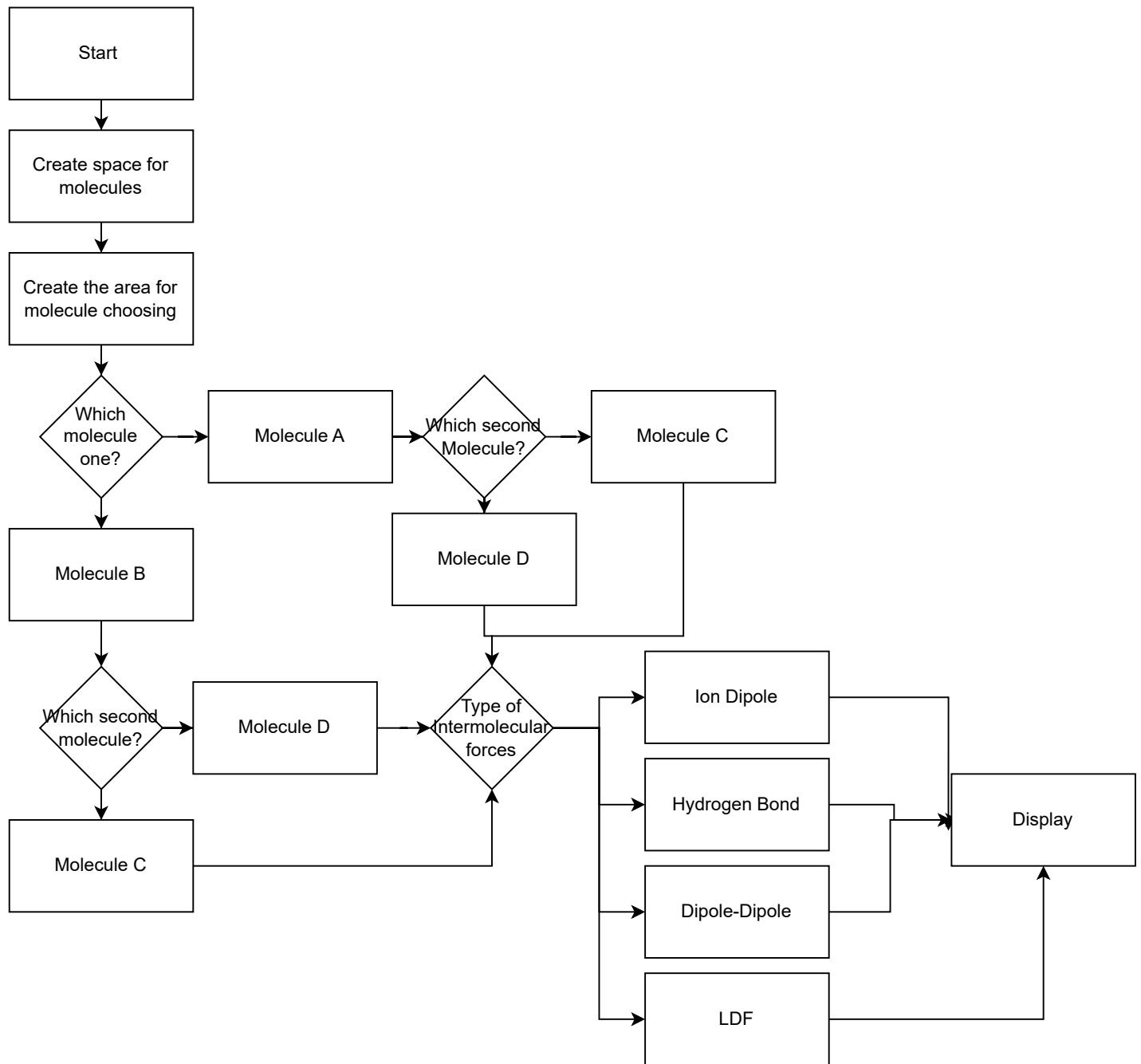


After the intro and instructions page, the user is greeted with a blank canvas with 5 buttons that all explain what they do when hovered. Once the user has dragged and dropped 2 molecules, it will animate them and explain the force. The clear button clears the screen. Each molecule hover will explain the molecule with its commonly used name such as H₂O being known as water and CH₄ being known as methane.



They may also rotate the camera to see how it interacts in a 3-D way. They may zoom in using the scroll wheel with up scroll being in and down scroll being out. Dragging the screen with left click will rotate the camera gyroscopically around a predetermined origin point. Dragging with the middle mouse button will move linearly across the screen. This allows the user to see it in a 3-D way that will still display the same forces.

Flow Chart for logic



UML Diagram

