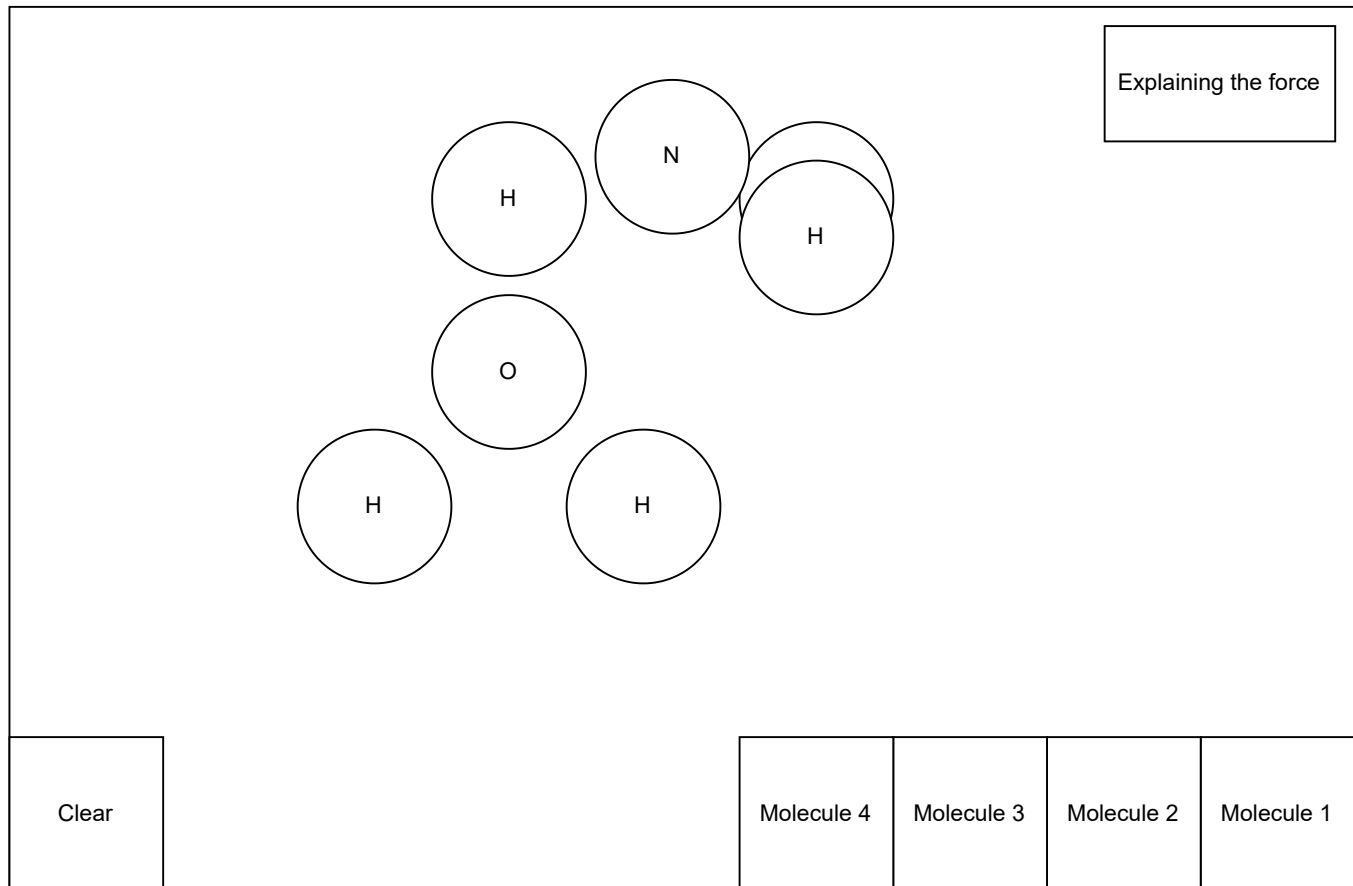
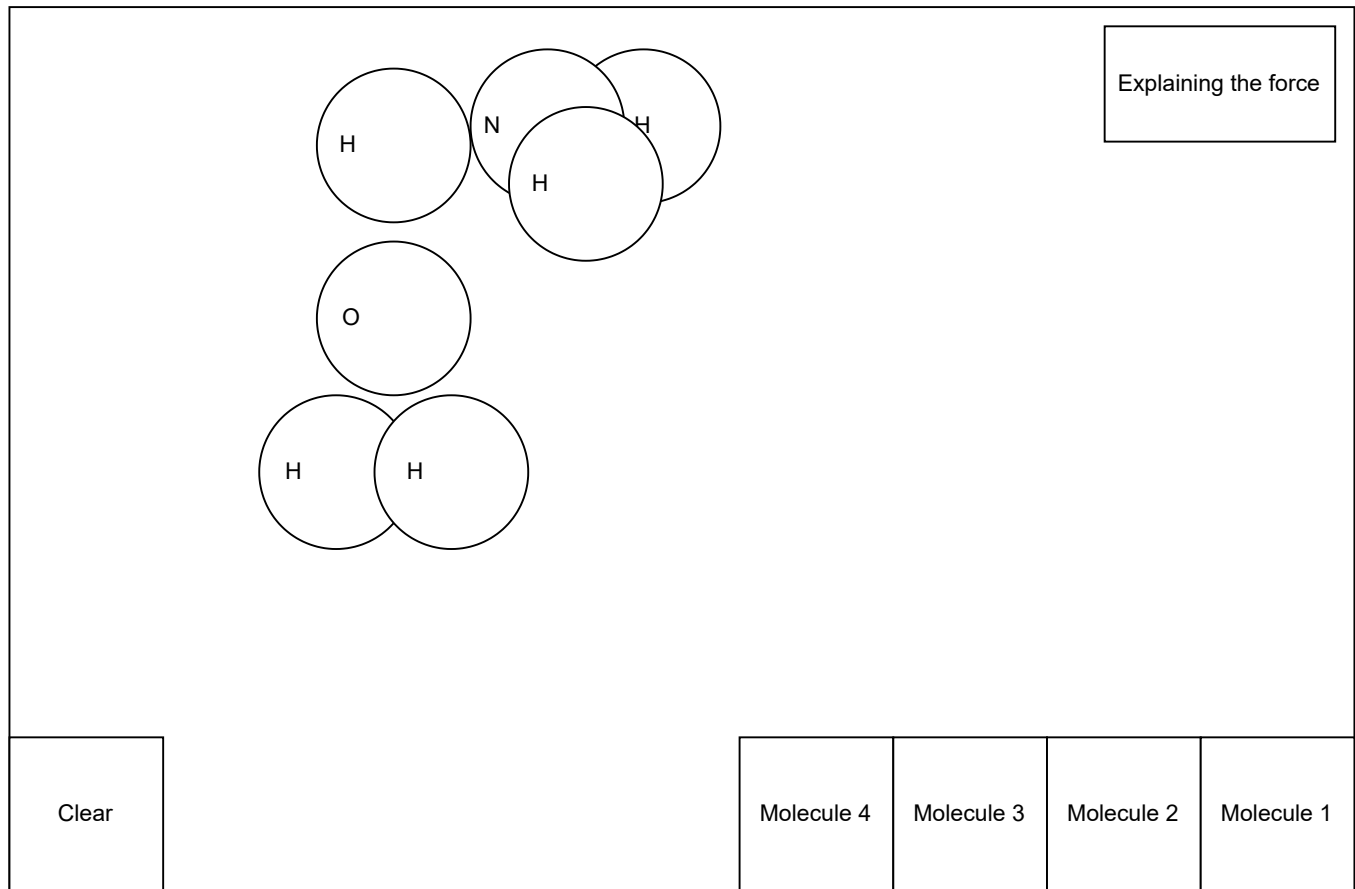


Criterion B: Design

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



They may also rotate the camera to see how it interacts in a 3-D way

Flow Chart for logic

