1. Key frames
   1. People on a ledge, agent on the far end of the water blob, boat at its starting position
   2. People jump as the boat approaches agent in the same position and the boat is closer now
   3. People mid fall and boat even closer, agent still chillin
   4. People land and agent launches as boat continues to chug along
   5. Agent midflight boat almost underneath
   6. Agent smacking the shit out of a bad guy to knock em out
2. Boundaries
   1. This model begins when the boat is in sight, we model the wait between when the boat is in sight to when it approaches the point where the agent will land. Additionally we model the moment the people on the ledge jump, their entire fall, the ascent and descent of the agent onto the boat, and the forces involved in knocking out the target.
3. Parts of the system
   1. Free particles
      1. People – they were modeled as a point mass since they all land at the same radial distance from the center of the blob.
      2. Agent – they were modeled as a point mass and we used the average drag on the human body.
      3. Boat\*\*\* is this still a particle or is it longer now?
   2. Fixed points
      1. The ledge the people jump from
      2. Water blob
4. System Interactions
   1. Diagram would be best for this
5. Free body diagrams
6. Questions
   1. Is it possible to launch the agent high enough to land on the ship?
   2. What is the optimal number of people to do this?
   3. What is the optimal time for them to jump?
   4. Where are they jumping from?
   5. When should the agent launch?
   6. Will there be enough force present to knock out the target?