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TP2 Updated Design Demo

Since TP1, I made the concept a bit similar towards Plague Inc. At the beginning, there are cells where the focus is based on the number of cells and the mutation and the treatment you enter, there is an impact established across the cells. This creates a distribution which then determines what you see when you press the cell to get to the cell page. Then once you get to the cell page, now you have the ability to see mutated cell page. In addition, there is an organelle page and mutated organelle page which was added. Finally, the feature of a DNA page and a DNA toggle page where you can iterate through the nucleotides. Each of these features are added and have added an additional level of depth to the previous part of project.