**BETA LAYOUT**

1. Introduction
   1. Goal of game
      1. Storyline
      2. End results
   2. Layout of components
      1. Talk about layout
      2. Run program
2. Known issues
   1. Logical bugs
      1. AI implementation
      2. Dependency on non-existing factors
   2. Missing code
3. Game play
   1. Quick game
      1. A shallow minute demo
      2. Quickly explain what appears to happen
   2. In-depth game
      1. Rerun program, slowly play
      2. With additional time, explain code
4. Goals
   1. Existing code
      1. Incomplete code
      2. Patches
   2. New code
      1. Planned out/assigned
      2. Post-alpha goals