1. System Setup - Brayden
   1. Draw out system layout
   2. Determine potentials and boundary conditions
   3. Populate array with potentials and boundary conditions
   4. Populate True/False array for static and dynamic points
2. Efficient Potential Solution - Emily
   1. Implement Relaxation Method
   2. If too slow look for alternative things to do
3. Animation and Point Charge Dynamics - Gabe
   1. Calculate force based on potential magnitude and gradient of potential at point
   2. Position determined by normal kinematics
   3. Animate it