1. System Setup
   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
   1. Implement Relaxation Method
   2. If too slow look for alternative things to do
3. Animation and Point Charge Dynamics
   1. Calculate force based on potential magnitude and gradient of potential at point
   2. Position determined by normal kinematics
   3. Animate it