From: **Chaim Gingold** cg@levitylab.com
Subject: Summary from meeting
Date: February 19, 2018 at 11:01 AM
To: Shawn Douglas shawn.douglas@gmail.com

Shawn,

Great hanging out last week, talking with Emily, and discussing where to go next.

Here is a summary of next steps:
1. Wrap up the new features: finish getting dyes working right. Fix loupe close crash I bug I introduced somewhere.
2. Design elaborated gel sim.
        - Do a design doc/poster (not polished) of new gel sim features (e.g. diffusive blurring, overloading, x-drift, etc…).
                - For each feature:
                        - Collect visual reference material
                        - Physical explanation for why/how it happens
                        - Explain how user engages feature—e.g. does it need a new slider? **Do new gel sim design before full app redesign for this reason.**
                        - Design and articulate a graphical simulation technique to execute it.
3. Do a revised layout for the whole app that incorporates:
        - Running buffer (with possibility of rotating gel inside of this)
        - Revised UI around the sample view (buffers, dyes, deemphasize color picker, maybe a fragment key)
        - Articulate shift/command/right clicks, etc…
        - Show how there is enough space for loupes in this new design
        - Use new flat molecule graphics for dyes.
        - Possibly: microtube select, delete, move, clone, etc...
        - Resizable # of lanes. Or pick the right number of lanes.
4. Implement revised gel sim.
5. Revise app UI layout.

Also:
• Dyes render in sample view as non-flat color fill; something more lava-lamp like. (I made this lower priority).
• Revise dye icons with flat chemical structures.
• Aggregate molecule UI distribution can be smooth and/or discrete.

I want to spend some time doing some project planning because the TODO punch list isn't quite the right format for me to tackle how to do these, and I also want us to start thinking about how to pack these desires into the allotted time we have. I've started organizing these items into milestone buckets in the spreadsheet so we can cluster them and run after a whole bunch of stuff at once.

If you don't mind, I would like to switch the TODO list to Apple Numbers, which I guess also has more sharing features now, as I'm having trouble getting Sheets to do some really simple project management things.

Chaim