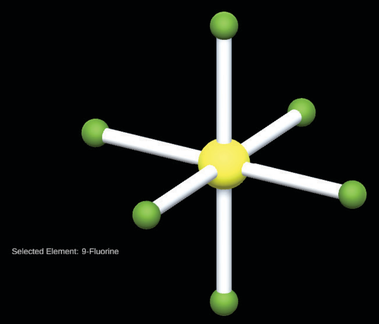


Fullerene

Contributors: Jimin Lee, Cyrus Bello, David Li,
Andrew Choi, William Olsen

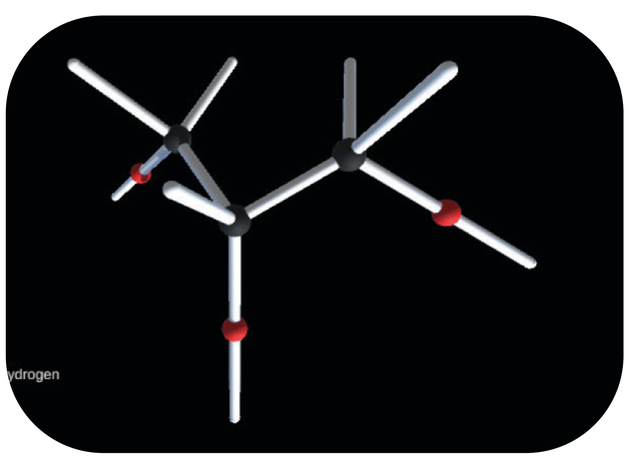
Goals for the Semester

- Refine the UI, presentation, and usability to improve the user experience
- Continue implementation of chemistry logic, including but not limited to subatomic particles
- Implement mini-games
  - Build molecules from given molecular equations (Build a Molecule)
  - Players may explore the boundaries of scientific possibility by breaking the laws of the universe (Turn off Physics)

Our Vision

Goals for the coming semesters

- Enhance the current chemistry logic to include a wider range of chemical bonds and intermolecular forces.
- Implement interactive experiences through 360° projection and VR compatibility
- More Mini-Games
  - Create a quiz: Quiz the user on knowledge about atomic structures
  - Create a reaction: Given two different product molecules, create the reactant molecule
  - Catch an electron: Catch an electron and make the most stable Lewis structure

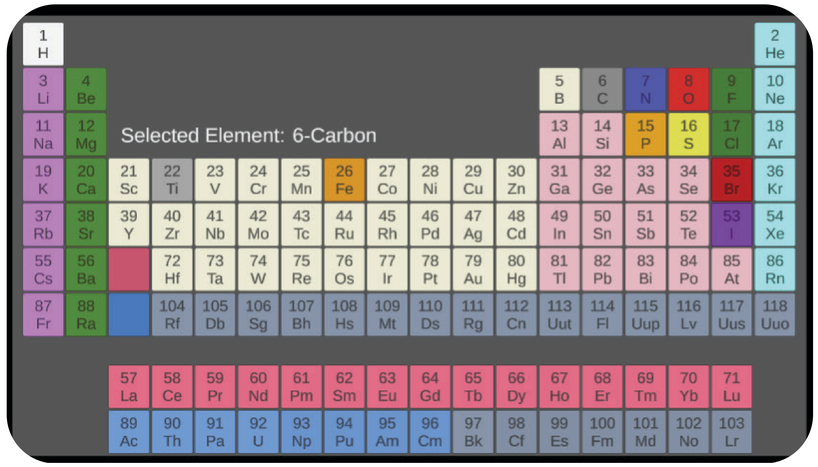


About Us

Fullerene aims to create a 3D environment where users can build and explore their own molecules and experiment with their molecular and atomic geometry in an accurate and detailed simulation.

Stack

Unity C#



Join Fullerene!

Accomplishments

- Fixed bugs from the previous semester and cleaned up the UI
- Reworked internal system to be more practical and efficient
- Implemented mode for turning off physics
- Implemented toggle for a simplified view of the molecule
- Created the logic and scene for “Build a Molecule”

Conclusion

- Finished and polished the base framework for building molecules
- Future semester development will primarily focus on improving subatomic particle logic, saved configurations, and supporting multiple molecule creation