

THE PLAN

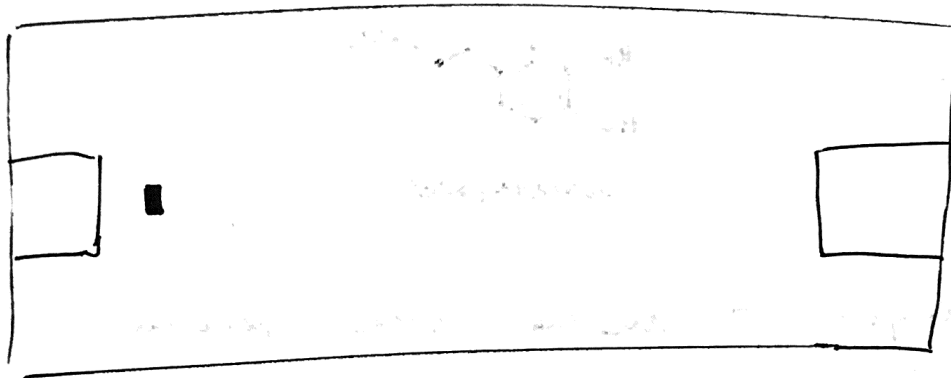
1) Make a LO-FI model

surroundings - background + screen limit

starting zone - a rectangle to the left

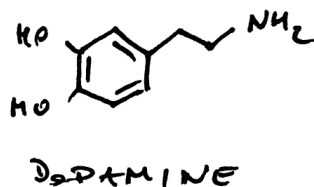
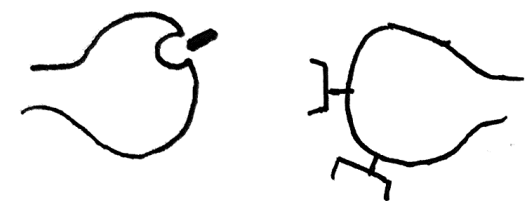
molecule - a rectangle representing the molecule

landing zone - a rectangle to the right

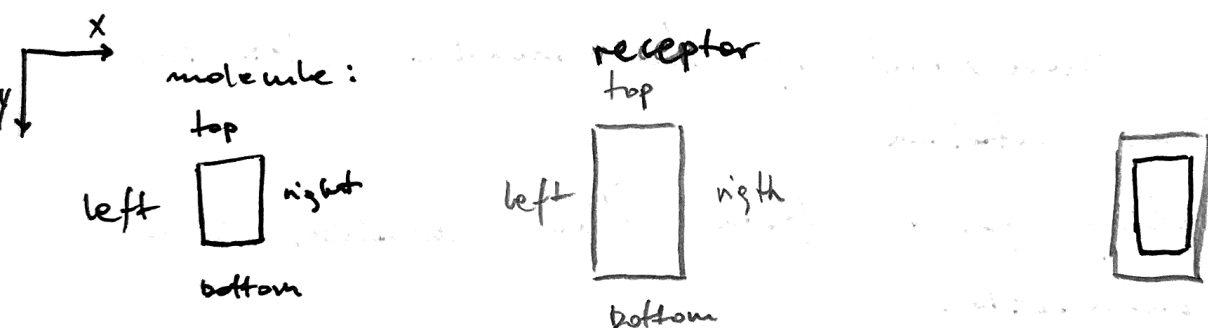


- 2) Enable the movement of the molecule with the arrows. Allow rotation
- 3) Add a pulling force from the landing zone (velocity, acceleration)
- 4) Add limitations to the movement - screen boundaries
- 5) Make it work in a browser
- 6) Make it look a little better (starting and the landing zone)
- 7) Add multiple (LO-FI) game screens (START, GAME, RESULTS)
- 8) Make the receptors and make them responsive + add conditions when the game is over
- 9) Improve the scoring system - result screen + lightning from the successful binding?

- 10) Improve the starting screen
- 11) Add limitations (game over) when you touch the postsynaptic neuron (landing zone)
- 12) Make it look good - the neurons, the receptors, Use the proper dopamine structure



- 13) Add some magic - make the second molecule dynamic - random movement



x : left edge of mid $>$ left edge of receptor

x : right edge of mid $<$ right edge of receptor

y : top edge of mid $>$ top edge of receptor

y : bottom edge of mid $<$ bottom edge of receptor

WELCOME TO THE SYNAPSE