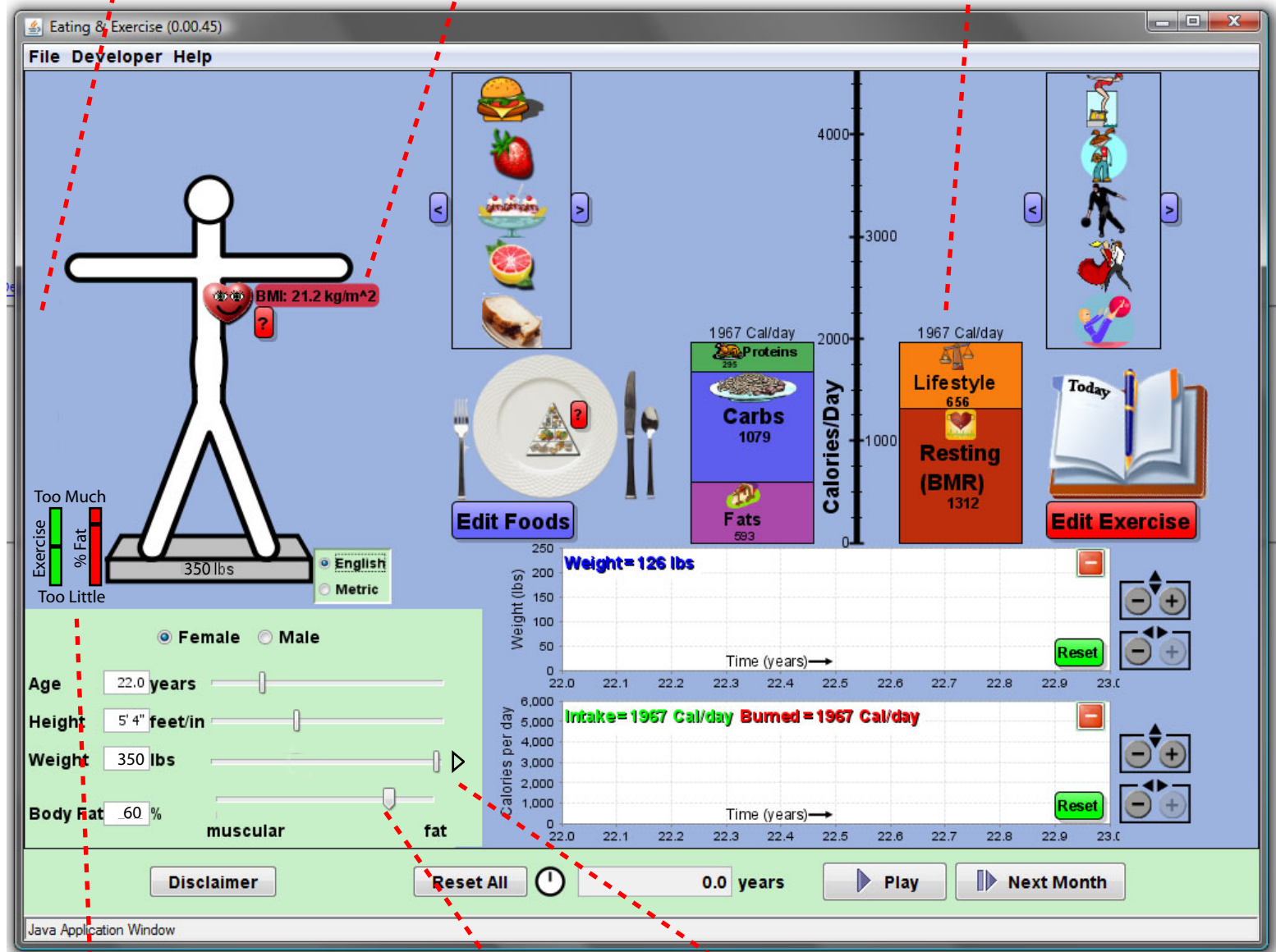


Removed ruler.
(Unnecessary and
took up space)

Maybe BMI indicator should be
removed if we are not using it as an
indicator of health.

BMR should be a function of lean
body mass. This will make weight
loss /gain have some dynamic
feedback (realistic).



Bar indicators of healthy amounts of
Exercise and % Fat. Red is unhealthy (too
much or too little), green is healthy
(somewhere in the middle). Heart health
depends on an additive combination of
these.

Might be better if these were near the
happy heart, but that might be hard to do
when the body gets very large.

Arrow appears when slider has
reached limit and value goes higher
(or lower). Applies to all sliders that
can go beyond the set limits (above
and below).

Body fat is coupled to weight and
height. When set initially, independent
with certain weight limits for a given
height. Above/below these limits, fat
compensates for changes in weight.
The sim changes these automatically
once you start it.