**V0.3**

* Add in nectar variable. Bees eat nectar, brood eats both nectar and pollen
* Tie empty cell generation to number of bees
* ~~Wax production – number of bees, amount of syrup. Takes time to build frame depending on these factors. Need nectar for brood to survive~~
* ~~Bees keep hive clean; polish the cells. Have a “clutter” variable that increases with eggs hatching, age of frame~~
* Queens - mated (y/m), burging (y/n)
* Randomness/variability to resource collection
* ~~Empty frame -> bees make wax - > wax forms comb -> bees fill with eggs, nectar, or pollen -> nectar becomes honey, food for bees, or new wax -> 100% drawn, can be split~~ -> swarming happens at 100% drawn and bee overpopulation -> Honey supers provide more room for bees to not swarm but keep making honey
* ~~\*\* Put cell objects into frames. Cell can contain nectar, brood or pollen, or be empty~~
* ~~Put frame stats in “Hive” screen for this version~~