**V0.3**

* Pollen is all brood, nectar/syrup ----> nectar for bees, nectar longer time becomes honey
* Wax production – number of bees, amount of syrup. Takes time to build frame depending on these factors. Need nectar for brood to survive
* \*Brood; Queen lays egg; egg for 3 days; hatches to larva in 6 days (caps), becomes bee on day 21; higher consumption of resources before day 9. Stops eating from 9 – 21.
* Bees keep hive clean; polish the cells. Have a “clutter” variable that increases with eggs hatching, age of frame
* Diseases and pests
* Timeframes: 1 min (real) = 1 day (game). Fastforward (buy-in)
* Data visualization ---> history of frame, pollen vs nectar, brood production
* Queens - mated (y/m), burging (y/n)