**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
* Bees keep hive clean; polish the cells. Have a “clutter” variable that increases with eggs hatching, age of frame
* Diseases and pests
* Data visualization ---> history of frame, pollen vs nectar, brood production
* 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 -> honey comes out at ~100%
* Queen prefers to lay eggs near other brood. Radial distribution function for queen laying eggs
* \*\* Put cell objects into frames. Cell can contain nectar, brood or pollen, or be empty
* Put frame stats in “Hive” screen for this version