**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~~
* ~~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~~