After the team has finished their presentation, I will call on your team to give feedback. The feedback can be:

- a concern about usability of the app
    -
- a design idea for the app
    -
- addressing usability concern that the team has for their app
- an implementation technique for the app

Quaranteam:

Google OAuth, presets can be changed during simulation? Circles are people, square are objects

Questions for Team 6:

- What kind of data will the users be downloading after the simulation is complete?
- What kind of material will be provided alongside the simulation for learning purposes?
- What are the expectations for computer literacy with these students?
- (Get them to show gameplay page)
  I understand that the Game of Life is largely automatic depending on the distances between nodes and number of nodes. Are both humans and viruses moving automatically? Is there a way to control game speed?
  It seems that there is a toggle to manually move humans, are there options to control a group of people? Say a family unit getting in or out of a room.
- Are there premade scenarios in terms of common building structures that players can choose to show the virus behaviours in some typical urban environment?
- What is the goal of the gameplay? What situations are the students trying to simulate?