Ryan worked a lot this week, found out an error in permission (eg. A node asking for something it can't have) would propagate the error until the whole system crashed. Using pipes he has resolved this issue.

Nathan looked at and started filling in permission were Ryan left him the interface

Nathan and Alex worked on the Design doc

Network layer calls -> will support an any, any

State 2.0 now exists

# Things to do

Add Node Protocol - D

Broadcast implementation/aggregation

Implementing routing - D

Permission layer integration - N

Add/Remove Particle - R