Agar.io Game

This will be a game similar to the online Agar.io game where cells go about the screen, and where larger cells can eat any smaller circle to gain mass from it. In this version, over time the player will grow in size, and other set ‘NPCs’ will move towards the player based on the player’s last position. Eating NPCs will give a boost to the player’s growth capacity. Movement will be guided by WASD keys instead of the cursor.

1. Build the structure for cells and set screen:

* Screen will not move with player, the player will be able to see all of the playing field, unlike the real game
* NPC and player will have different colors

1. Build function that:

* Moves the player (WASD Keys)
* Constantly grows player(+1 Px/s, +2 Px/s, +3 Px/s, +5 Px/s, +8 Px/s)
* Detects collision (when x1 == x2 && y1 == y2 so that a player has to cover majority)
* Calculates to determine who is larger
* Allows player to grow from eating others (rad + rad of cell?)
* Grows player over time, to replicate running into food, etc.
* ~~Generates another circle when one is eaten~~

1. Build NPC Function:

* NPC does not grow
* Follows player’s last position
* Random directions
* NPC eats player only and vice versa - E.g. the NPCs don’t eat each other

1. Endgame:

* Player eats all NPCs