This is a game created in Processing similar to agar.io in which players control a circle and consume smaller circles to become larger.

Rules:

1. The controlled circle can increase in size by coming into contact with smaller circles and absorbing them.
2. Smaller and larger circles move about the screen independently of the controlled circle.
3. If a larger circle comes into contact with the controlled circle, the game ends.
4. If the controlled circle consumes all other circles, the game ends.
5. All circles move at the same maximum speed.
6. If a circle comes into contact with a small, red, stationary circle, they gain red circles for a limited time that revolve around the circle and slowly reduce the size of enemy circles that come into contact with them.

Press the play button to run the program.

The player circle is the hot pink circle.

Use the W, A, S, and D keys to move the player circle.

Press the P key to pause and unpause the game.

Press the Q key to mute and unmute the sound.

Press the spacebar to boost your speed for a short amount of time. There is a cooldown on this ability that is represented by the horizontal bar in the top center of the screen.