# Game summary

The game is based on the game agar.io which can be found at <http://agar.io/>. The player gets spawned into an appropriate server, one which requires players. A sever will require players when the mass of the food available added to the mass of all the players is less than a certain threshold. The player spawns in as a “blob”, which the objective to become the biggest “blob”. The player grows in size by eating food which is spawn by the server in random places, or by eating other players and adding the mass of their body to their own body. The player’s body grows in proportion to its mass, which increases by the size of the object that has just been consumed.

The player moves by moving the mouse over the screen. The “blob” will follow the mouse at a speed that is proportional to the distance the mouse is from the centre of the player. The player can also press “SPACE” to have a speed boost: the player’s body moves much faster in the direction of the mouse, at the expense of losing a lot of mass in the process. The player’s mass can be viewed at the bottom left of the screen. A player can shoot bits of its own mass at another player, causing them to grow in size. If a player absorbs these mass bullets too quickly, they will split apart into multiple blobs and these will spread in multiple directions. These blobs can then be eaten as food by other players.

Once a player disconnects, their blob remains in the location they were in. Other players can then consume this blob. Players can also be consumed by this blob, so they need to be careful of it.

# Storyboard

# Implementation specification

# Network utilisation

# Critical Review

# Assets

# References

# Individual contribution