**Computer Graphics – CS - 5472**

**Project #1:**

Super Bug Zapper 2D:

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**How to play?**

1. Start killing the bacteria as soon as they appear on the circumference on the disc.
2. Game gains 0.5 points on every delay and 5 points on every bacterium reaching threshold limit.
3. User gains 10 points on kill of every bacterium.
4. User should kill all the bacteria by poisoning it (Clicking it). Poison effect will spread and reduce the bacteria to size 0 gradually and after that new bacteria will be generated on the random location.
5. User must not allow the specified number (Say 3) of bacteria to grow at the maximum size of 30 degrees to win the game or should kill bacteria as fast as they can to gain user points otherwise user will lose.