

PROJECT 2

Work Distribution

We divided duties at first, but we ended up doing almost everything. Nonetheless given below is the rough idea of work distribution:

Akhil Jaison: Sphere creation, collision, lighting, score

Nandith Sajith: WebGL, HTML, canvas, bacteria spawns

How to play

1. With time the bacteria grow.
2. Click on each bacterium before it fully grows.
3. Bacteria dies when you click on them.
4. Whenever a bacterium grows to its full size, you loose.
5. You can change the lighting of the game if you want to.
6. Speed of bacteria spawn increases with points.

*Run it in a browser that supports canvas.