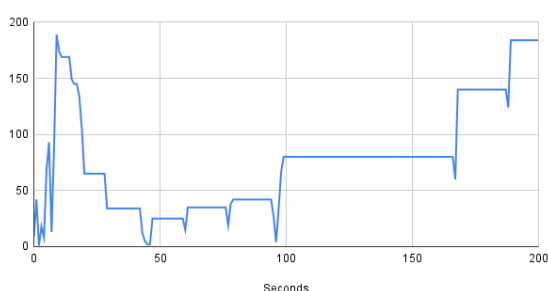


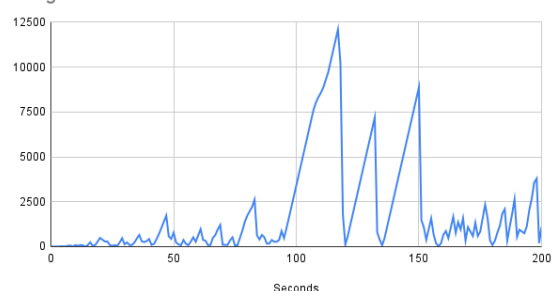
The game's overarching goal is to conquer as many land as possible. It starts off with having the player find food to bait for seagulls to use for conquering land. One click on the button for one unit of food. When the number of food reaches 10, a new button and resource named "bribe seagulls" is revealed. It takes 5 food to receive 1 seagull. When the number of seagulls reach 10, another new button and resource is revealed: food grabbers. Trading away 1 seagull and 3 food per click of the button will gain the player an automatic food generator, collecting 2 food every second (2 x amount of food gatherer). After reaching 30 seagulls, the "conquering" tab will be available to the player, leading to a new panel for player to send out their seagulls to conquer land. There is a variety of amount of seagulls to send out, each with 50% chance of the seagulls to return with equivalent amount of conquered land (increase in kilometer squared, or km^2 , of conquered land), or fly away (decrease in seagull count). When the amount of conquered land reaches 50, there will be a new button and count for word spreader, which gains 2 x word spreader seagulls every second, in exchange for 1 seagull and 5 food. Though the word spreader can gather seagulls, every seagull gathered costs 1 food. Once the amount of food gatherer matches with the amount of word spreader, the amount of food gained and used are equaled out, so there's no change in the amount of food, unless the player click to find more food, or recruit new seagulls, food gatherers or word spreaders. As the amount of land conquered increases, it reaches milestones and reports texts to the player via text box at the top of the page the amount of land conquered equivalent to the size of cities such as New York City and Las Vegas. There are also milestones for reaching 500 km^2 , 1000 km^2 , 2000 km^2 , 3000 km^2 , and so on. This is meant to be a lighthearted game, there isn't any intended meaning behind it.

Below are labeled graphs of the game. As you can see, the seagull amount is constantly fluctuating with sizable drops. Player is able to spam click on the highest seagull deploy value, reaping more conquered land but also taking the risk of losing those seagulls and will have to wait until more is recruited. This can prompt the player to exchange for more food gatherer and word spreader to speed up their gaming experience. In the Food Count graph, food count will continuously go up as food gatherer increase, and decrease when new seagulls are added. When it stays constant, it means the word spreader count is equivalent to food gatherer count, so the food used to bribe is same as the amount of food brought in. The dips and increases between those constant are when the player exchange for more word spreader, causing more consumption of food than gather food. It returns to constant after player increase the food gatherer amount.

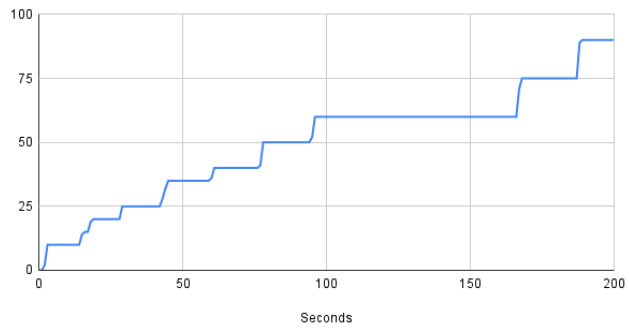
Food Count



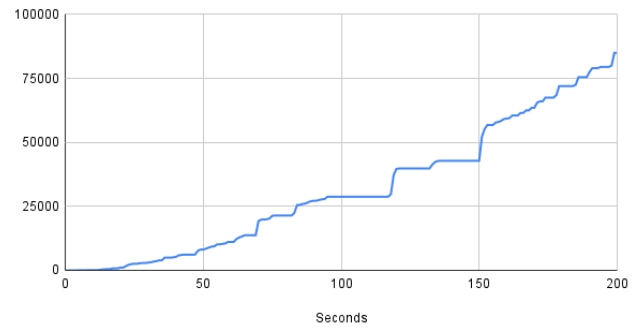
Seagull Count



Food Gatherer Count



Conquered Land Count



Word Spreader Count

