

# Super Bug Zapper

## User's Guide:

### Overview:

"Super Bug Zapper" is a 2D interactive game built using WebGL and JS. In this game, you play as a bug-zapper tasked with poisoning growing bacteria on a circular playing field. Bacteria spawn along the edge of the petri dish and increase in size over time. Your goal is to click on - zap - these bacteria before any two of them exceed a preset growth threshold.

### How to play:

Point your mouse at a bacterium and click to zap (poison) it. Successfully zapping a bacterium prevents it from growing further & removes it from play

### Bacteria Behavior:

Bacteria appear along the circumference of the disk and grow (both in size and angle) as time passes.

If a bacterium reaches a certain angular growth threshold, it counts toward a loss condition

### Scoring:

You gain points for each second a bacterium exists - so poison quick poison often as the fewer points the better

Additional points may be added when certain growth thresholds are exceeded

Your current score is displayed continuously at the top left.

### Winning and Losing:

Win Condition: You win if you manage to poison all the bacteria before any two different bacteria cross the threshold.

Loss Condition: If two different bacteria exceed the growth threshold (i.e., "hit" the threshold), the game ends immediately with a "Game Over: Ya Lost!" message.