

# 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:

Drag & click your mouse at any point on the globe to maneuver, & click on the back of a bacterium 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

43 additional points are added when a growth thresholds is exceeded

### 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.