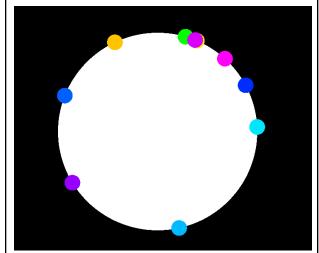


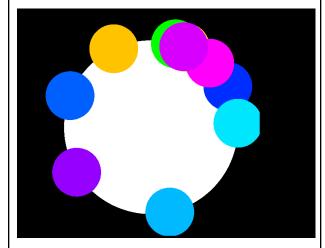
The playing field is implemented as a circular disk centered at the origin, represented by a uniform white circle rendered in the WebGL fragment shader.

The player views the disk from above, with coordinates normalized to fit the screen.



Bacteria grow outward uniformly from arbitrary points on the circumference of the disk, with growth rates determined dynamically in the game logic.

The bacteria appear as a colored "crust" on the circumference, growing visibly as their radii increase.



The program supports up to n bacteria, each with a unique randomly generated color, ensuring variety and adherence to the game's rules.