1. **Game objects**
2. **Actor (cell)**

* Spawn: size = 5 dots

1. **Dot**

* Automately generated. Radius = 1pixel

1. **Virus**

* Radius = 5px

1. **Map**: Size = 2000x2000 px
2. **Game Flow**
3. **Pre-game:**
   1. Login as guest (username must be unique)

*User data should be directly saved on server*

* 1. Send feedback.

*Player can send feedback after game*

1. **In-game:**
   1. Spawn location

New actor when being spawn must be in a location where the min distance from other user = 30px

* 1. Movement

Capture actor movement by mousemove, constantly update actor’s position

* 1. Eating dots

Increase actor’s radius by 1px

* 1. Eating other players

When a bigger actor (A) collide with smaller one, increase bigger actor’s radius by smaller player’s radius

* 1. Colliding with virus (not in priority)

Actor when colliding with virus will be minus 15% radius and turn out in a perpendicular direction (bật ra vuông góc với tiếp tuyến)

* 1. Splitting mechanism

When actor’s radius reach 50pxs, automately split it into 2 smaller parts. Movement of all smaller parts must be controlled by mouse

* 1. Dots automately generated

Randomly generate small dots in map where there is no other objects.

Dot’s radius = 1px.

* 1. Ranking boards shoud be displayed on the up-right corner of screen

1. **Post-game**
   1. Show Point