



I will create a game inspired by Agar.io. The purpose of the game is to eat food (that will randomly appear at random spots) and gain mass. As you get bigger, your score will increase. The catch is, there will be enemies randomly appearing and shooting at you. If they shoot you, then your mass will decrease. If you lose too much mass, you lose the game. You can shoot back at the enemies, but your mass will decrease as you do so. So eat as much food as you can while dodging enemies to survive! As the game proceeds, more enemies will appear and/or move faster. Additionally, at the opening screen, you can customize your character by choosing which one you want. The circle in the picture represents your character, the food is represented by cakes, and the enemies are represented by an X.