## **User Guide**

## **Team Contribution**

- 1. Aswin Nair
  - => Designed the entire initial webpage
  - => Back-end coding has equal contribution
- 2. Harshit Bagga
  - => Designed the entire second page.
- => Back-end has equal contribution

## **Guide to play**

**Bacto** is a 2D game developed programmed in Javascript using WebGL.

- 1. To succeed, the player must destroy the bacteria forming around the circle.
- 2. Each bacterium is assigned different colors and they pop up randomly.
- 3. To gain points, the user must eradicate the bacteria by clicking them and points are added based on the delay and/or a specific bacterium reaching its threshold.
- 4. The user wins when all bacteria are destroyed or when one specific bacterium reaches threshold.