Project 2 Screenshots:

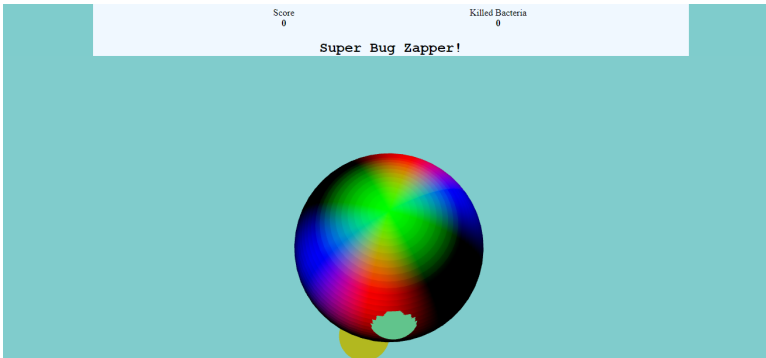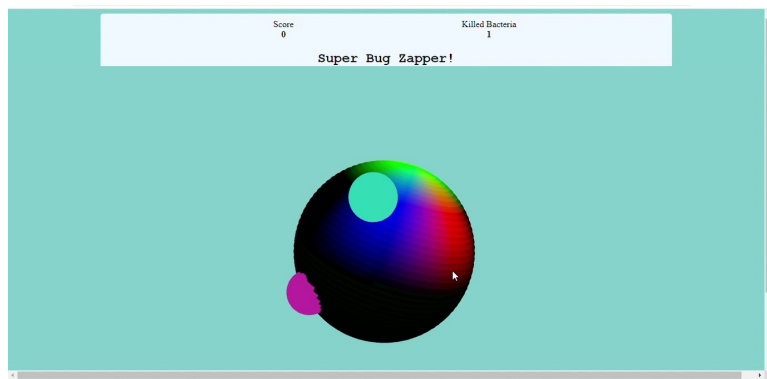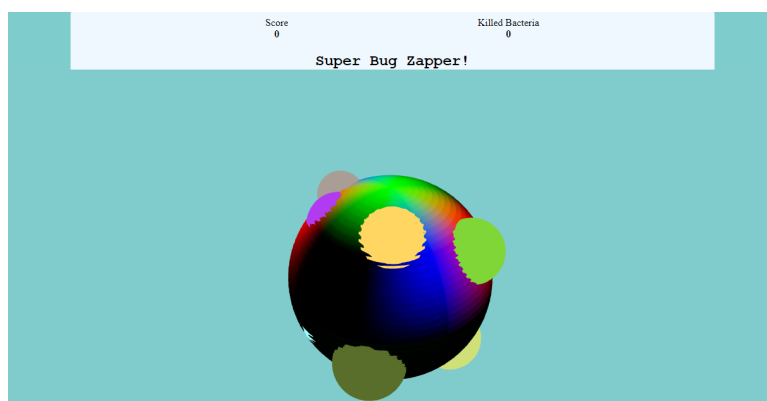|	
	### The Beginning The playing field starts as surface of a sphere centered at the origin.
	### Rotating The player can drag the sphere to rotate to look for bacteria (under interactive control).
	### Bacteria Spawning Bacteria grow on the surface of the sphere starting at an arbitrary spot on the surface and growing out uniformly in all directions from that spot at a speed determined by the game.
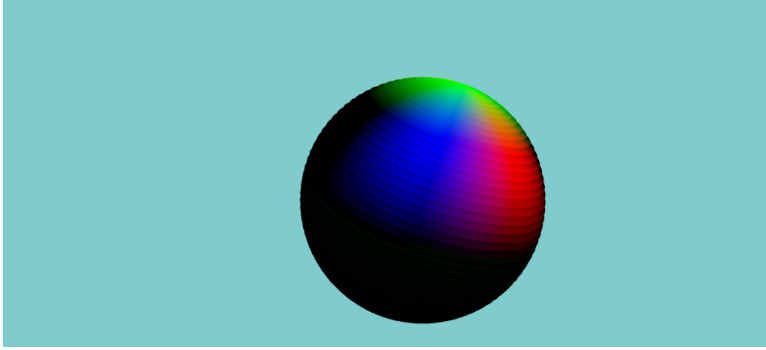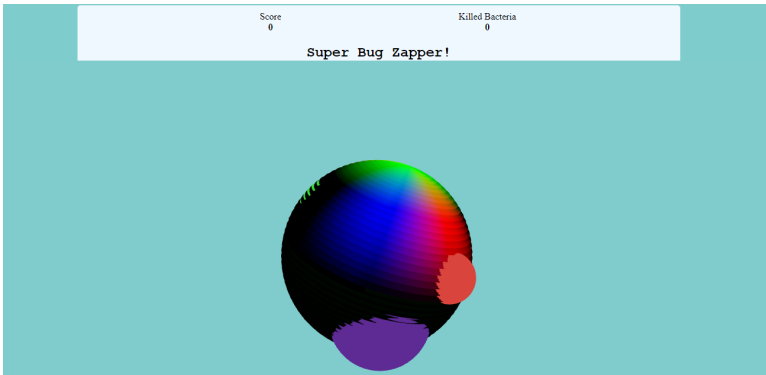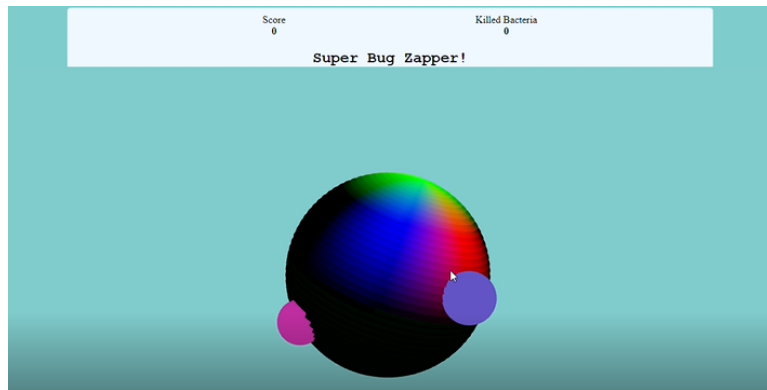
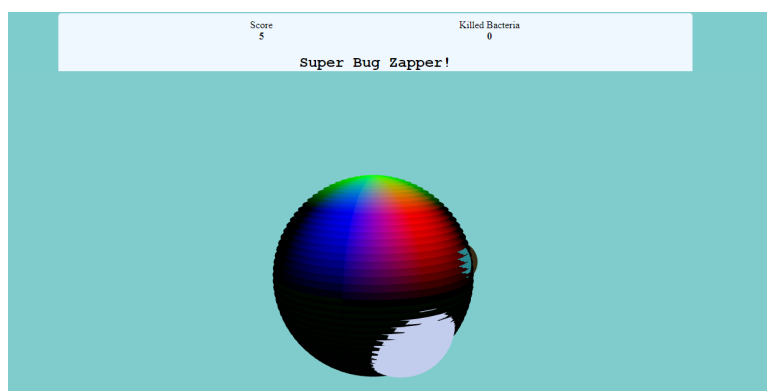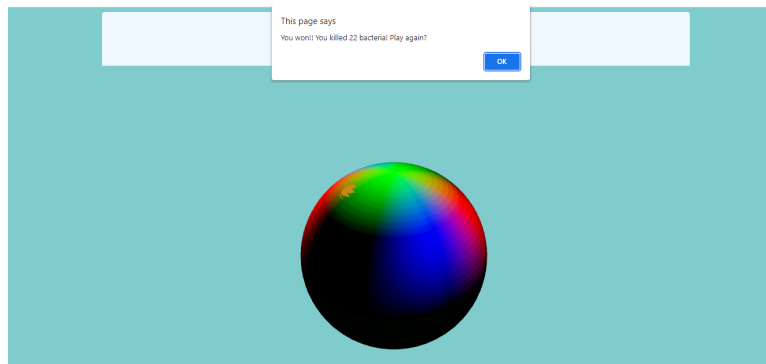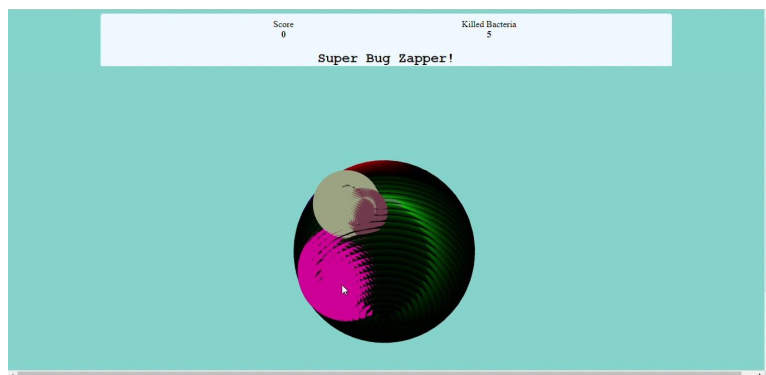|	
	Eradicate Bacteria The player needs to eradicate the bacteria by placing the mouse over the bacteria and hitting a button.
	Poison Effect After clicking the left mouse button, the bacteria is killed and disappears
	Bacteria Generation The game can randomly generate up to a fixed number (say 10) of different bacteria (each with a different color).
	Circular Patch The bacteria appear as a colored circular patch on the surface of the sphere.
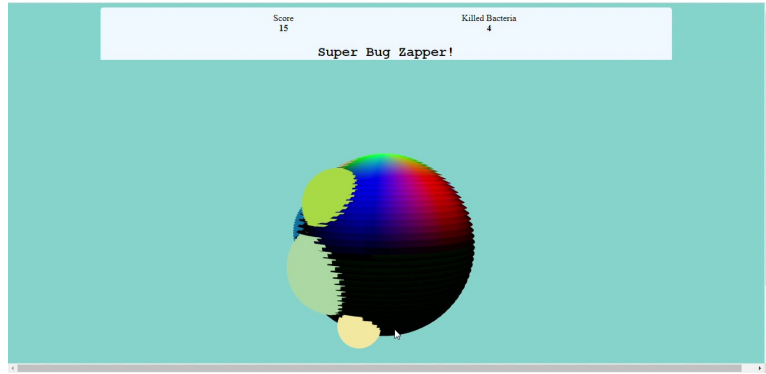
|	
	Point System The slower the user is, the higher the score gets. When a bacteria grows to full size, any time in which it is left alive adds points to the game score. If the bacteria reaches the maximum threshold, 5 points are added to the score until it is removed. The faster bacteria are eradicated, the lower the score will be. There is also a killed bacteria score to keep track of how many bacteria have been eradicated.
	Player Wins! The player will successfully win the game once they have eradicated all the bacteria from the disk.
	Before bacteria merge The greyish bacteria in this image was spawned before the burgundy colored bacteria, meaning the greyish one will absorb the burgundy bacteria. The next image is the aftermath of their collision.
	After bacteria merge The burgundy and greyish bacteria from the previous image have collided and the greyish bacteria has consumed it, which has increased its volume by the volume of the burgundy colored bacteria consumed.
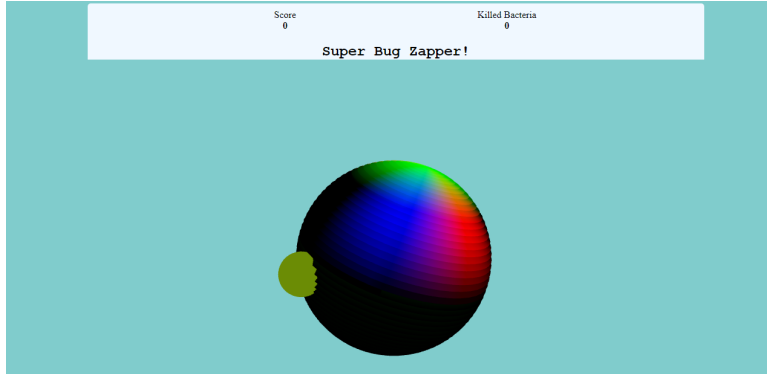
Score 0　　　　　　　Killed Bacteria 0 **Super Bug Zapper!**	**Lighting** The sphere has lighting effects that make certain areas brighter and opposite areas darker.