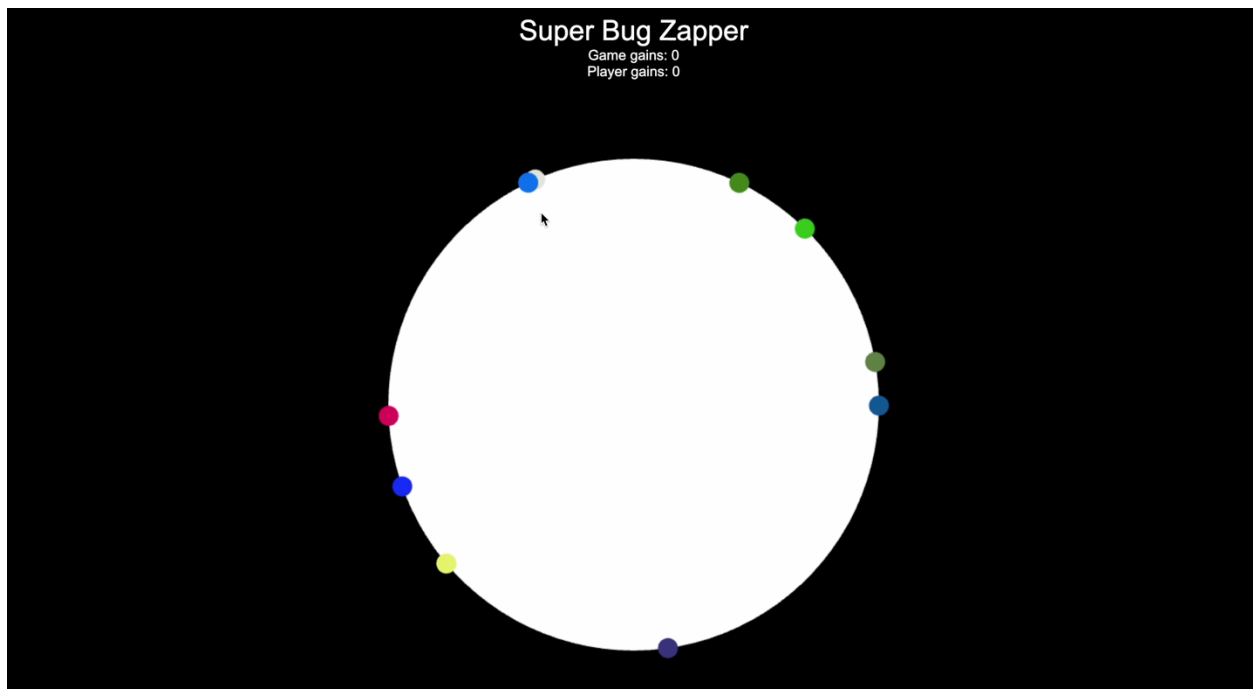
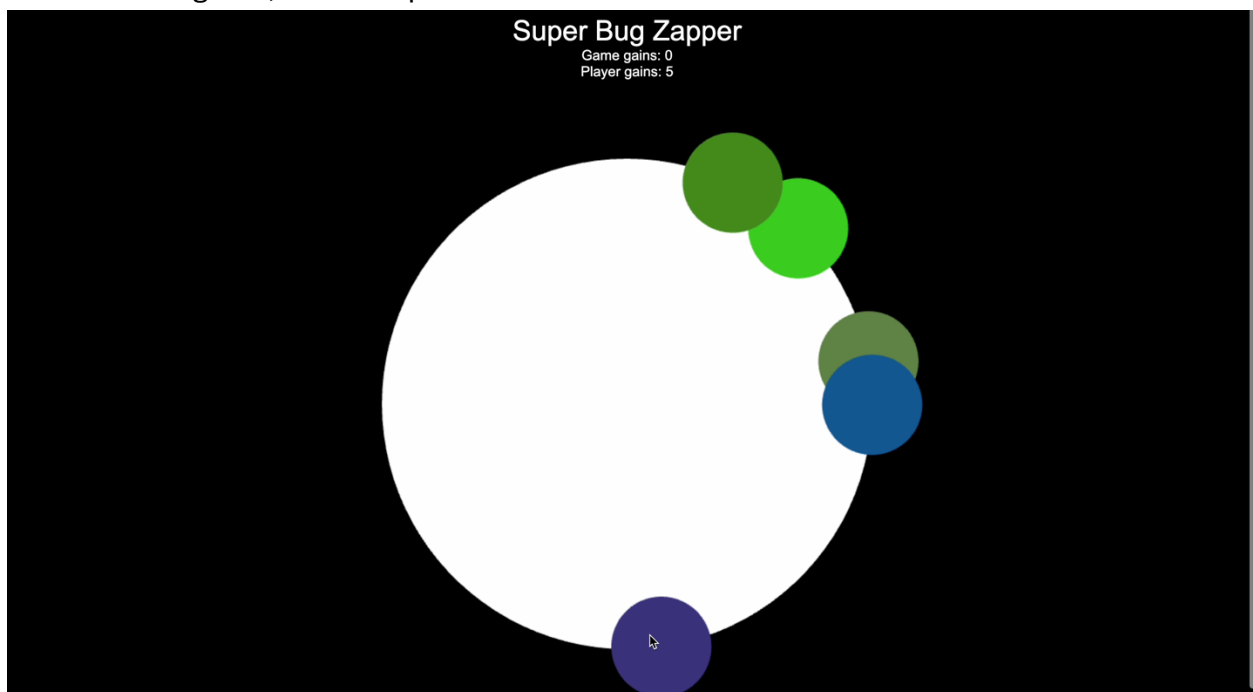


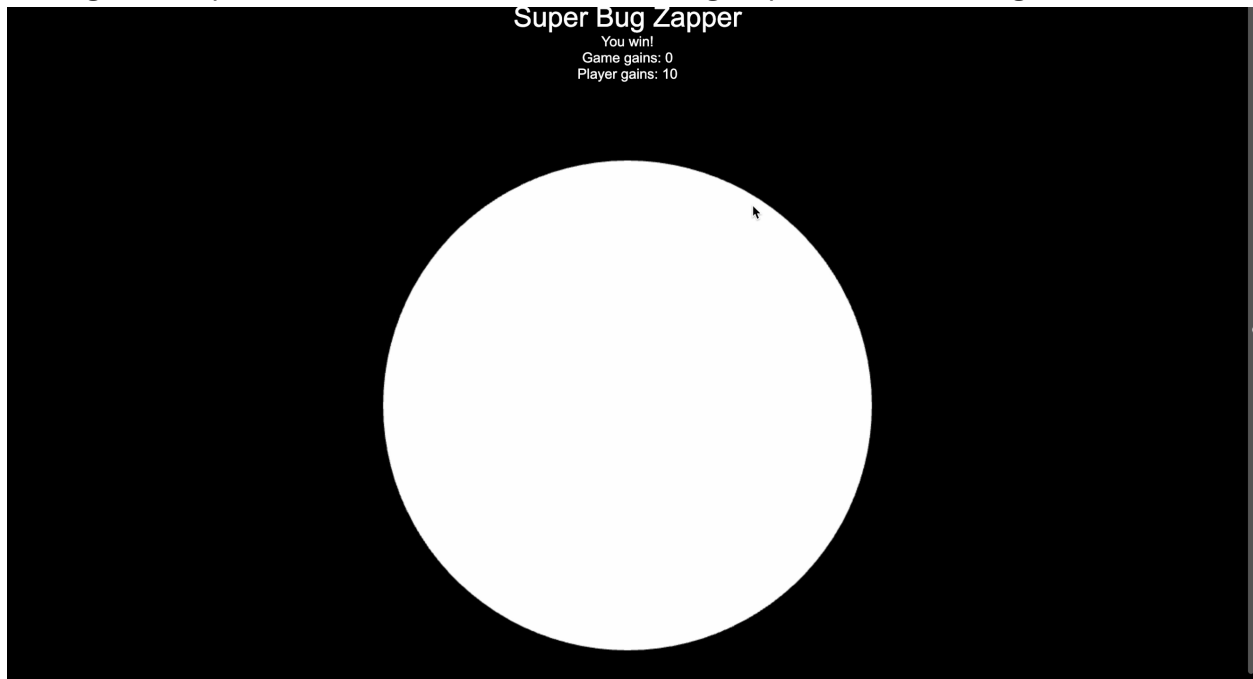
Game has just started, bacteria is small and score is 0 for both the player and the game



Middle of the game, user has poisoned a few of the bacteria and so his score has increase



Ending 1: User poisoned all of the bacteria, reaching 10 points and winning



Ending 2: User was not able to poison all of the bacteria, and the bacteria grew past the threshold, giving the game 10 points and so the user lost

