Project Assignment 1

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Group Project 42

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MGMT 414 101

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**Gallery**

* Lets run the program to see that a random number of bacterias will grow in random locations.

**A picture containing vector graphics

Description automatically generated**

A picture containing light

Description automatically generated

We can observe the different location with different number of bacterias.

**Additions**

* Lets see how the additions will work, we will let the bacterias grow to infinity until one bacteria kills the others.

Shape

Description automatically generated

Chart, bubble chart

Description automatically generated

Chart

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A close-up of the sun

Description automatically generated with low confidence

We can observe how the bacterias are disappearing as they collide.

* Now lets check when we poisoned a bacteria, the click’s location will start to propagate the poison and once it collides with another bacteria it will kill it.

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A picture containing vector graphics

Description automatically generated

Chart, bubble chart

Description automatically generated

A picture containing chart

Description automatically generated

We can see how the location of the first click poison start to propagate and kill all other bacterias.

**Normal game**

* Now lets play a normal game and lets consider the threshold of 30-degress and we will win when we kill the bacteria or if one bacteria gets to threshold. The closer to the threshold the higher the points.
  + Letting 1 bacteria reach threshold.

**Graphical user interface, application

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* + Killing all bacterias before threshold.

Graphical user interface, application

Description automatically generated

* + Letting more than two bacterias reach threshold.

A picture containing graphical user interface

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