User Guide: Super Bug Zapper

- The game features a circular disk surface upon which the game is played.
- The game generates a number of bacteria (picked from an initialized array) on the circumference of the disk.
- The main goal of the game is to click the bacteria growing before any 2 bacterias reach a threshold. The user is given 2 lives at the start of the game, and each bacteria that reaches the threshold takes a life away, as well as deducts 50 points from the total score.
- As the bacteria grows, the number of points obtained changes too. Bacterias clicked faster return more points to the user, bacterias that have grown to a larger radius give the user less points. This means that the quicker the user clicks the bacteria, the more points they obtain.
- If any two (or more) bacteria reach the threshold set before the user clicks, the player loses both lives, thus losing the whole game.
- Every misclick deducts 10 points from the total score of the game.
- Bacteria are generated with different colors, score can be monitored on screen as well as the number of lives left and bacteria remaining.

★ Score for a misclick: -10 points.
★ Score for not clicking in time (bacteria reaches threshold): -50 points.

➢ We hope you enjoy the game!