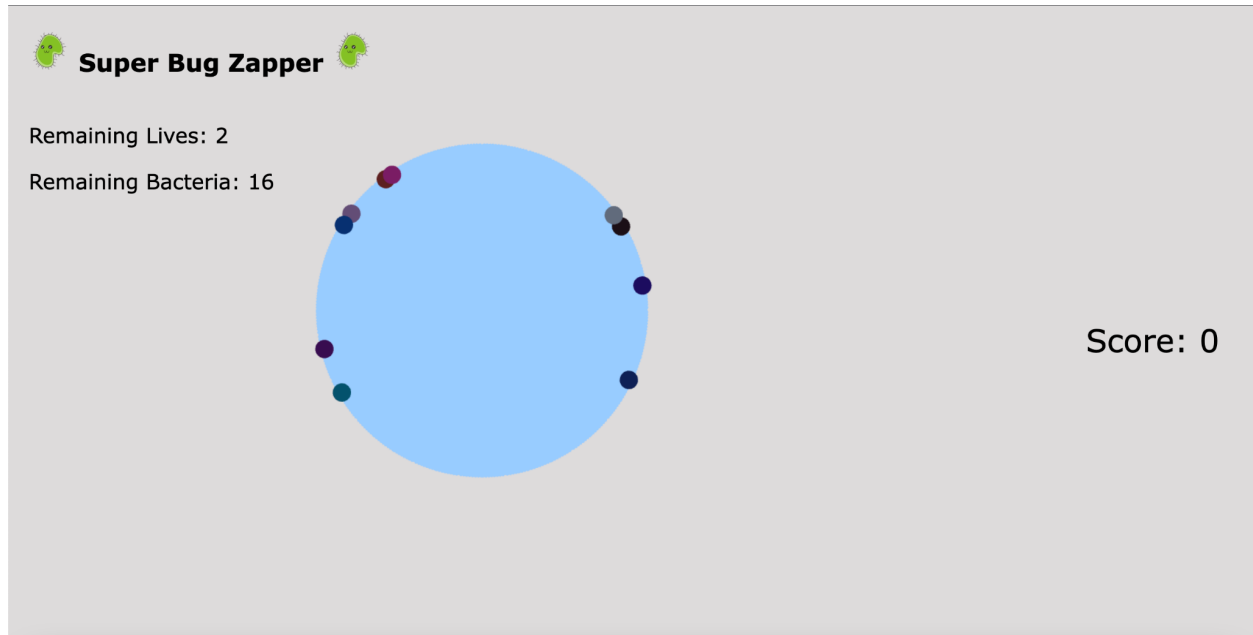
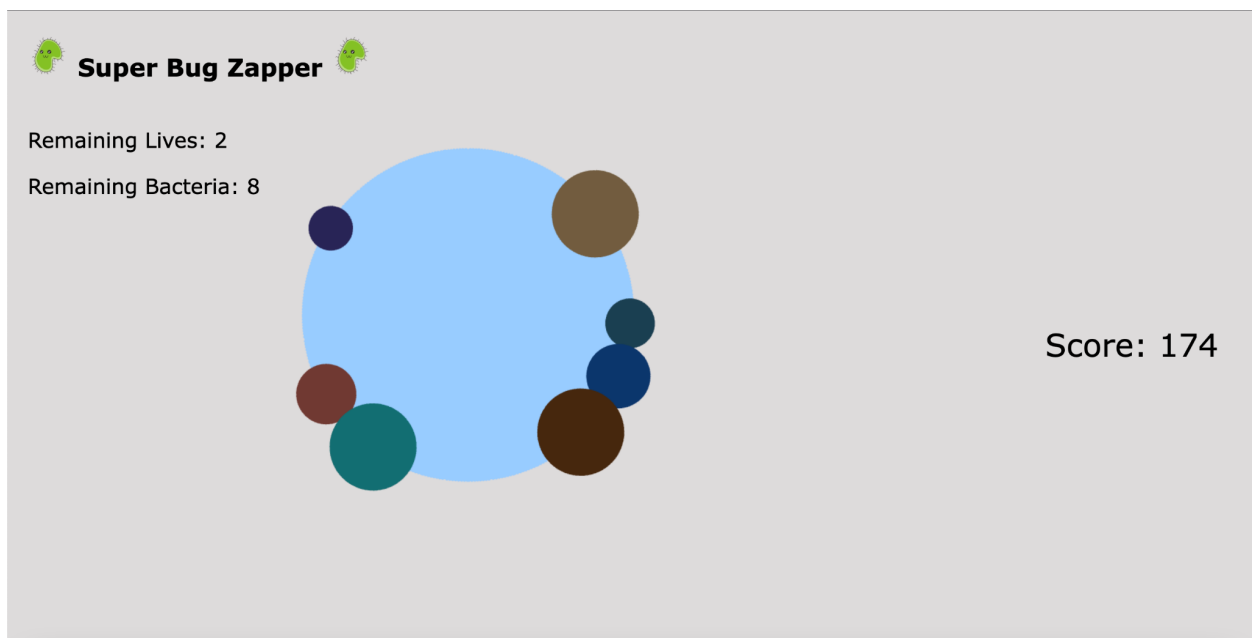


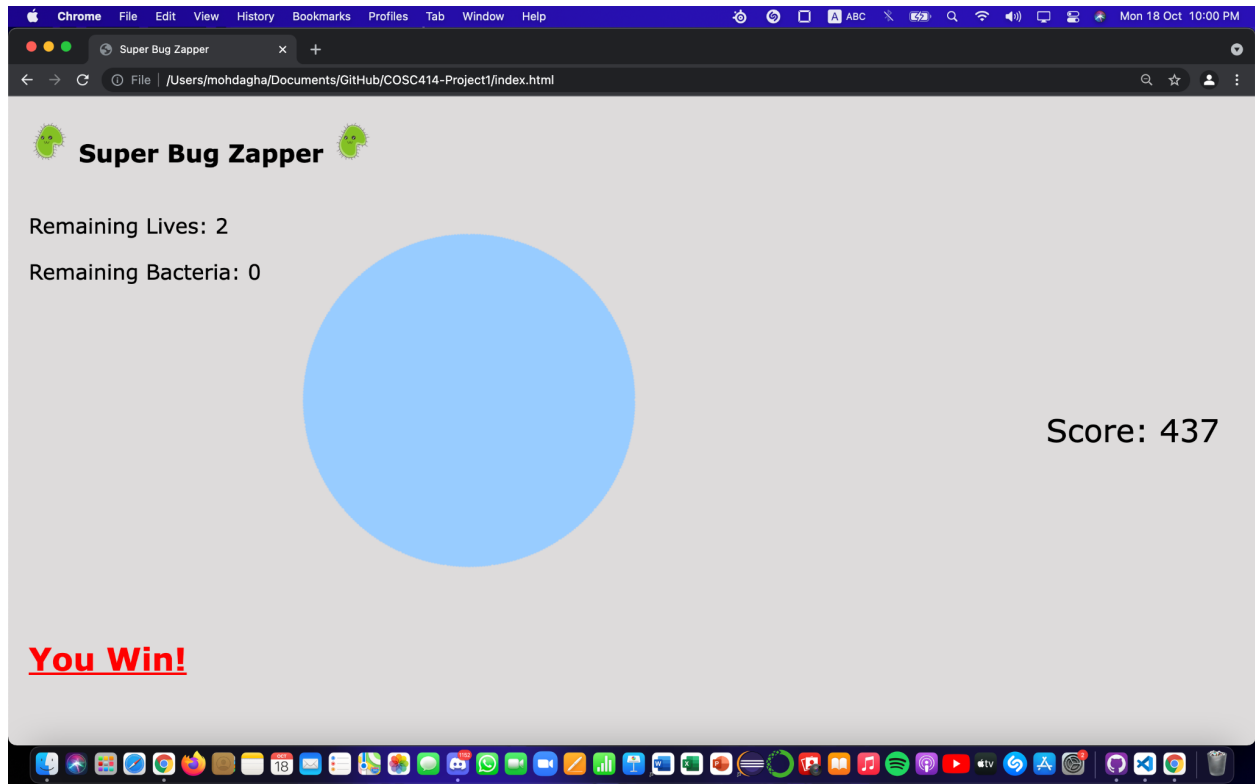
Gallery of Screen Captures



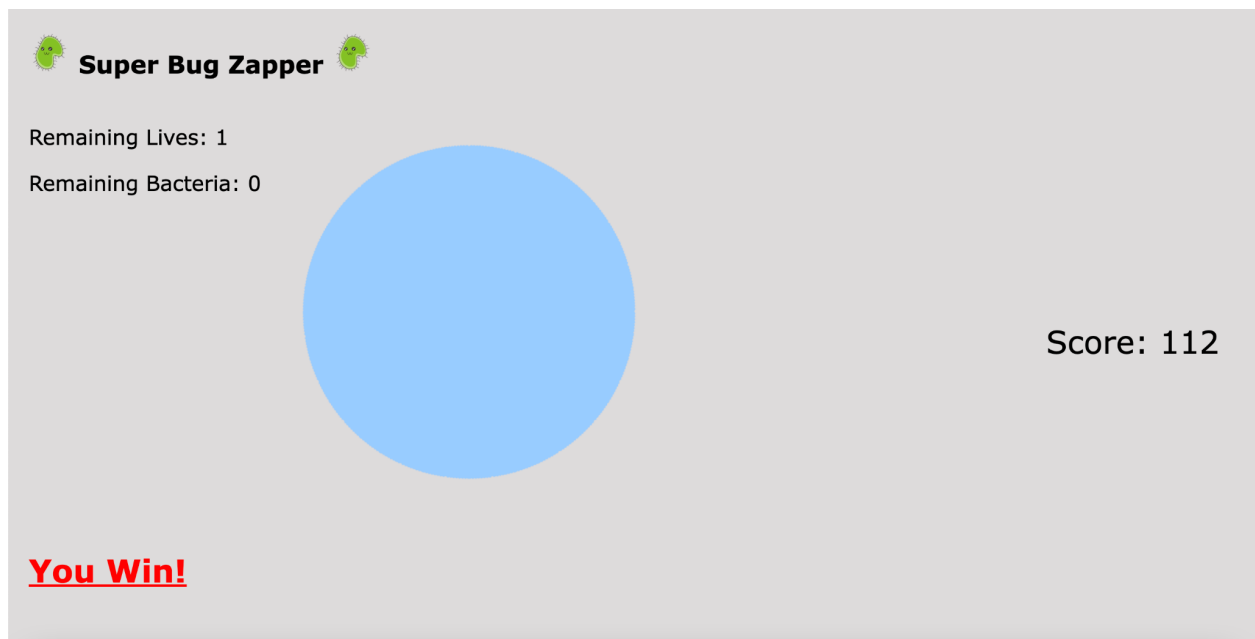
The game starts as shown, bacteria immediately generate on the circumference of the disk. Each bacteria is spawned with a different color. Score is set at 0. User has 2 lives. Only 10 bacteria show at a time.



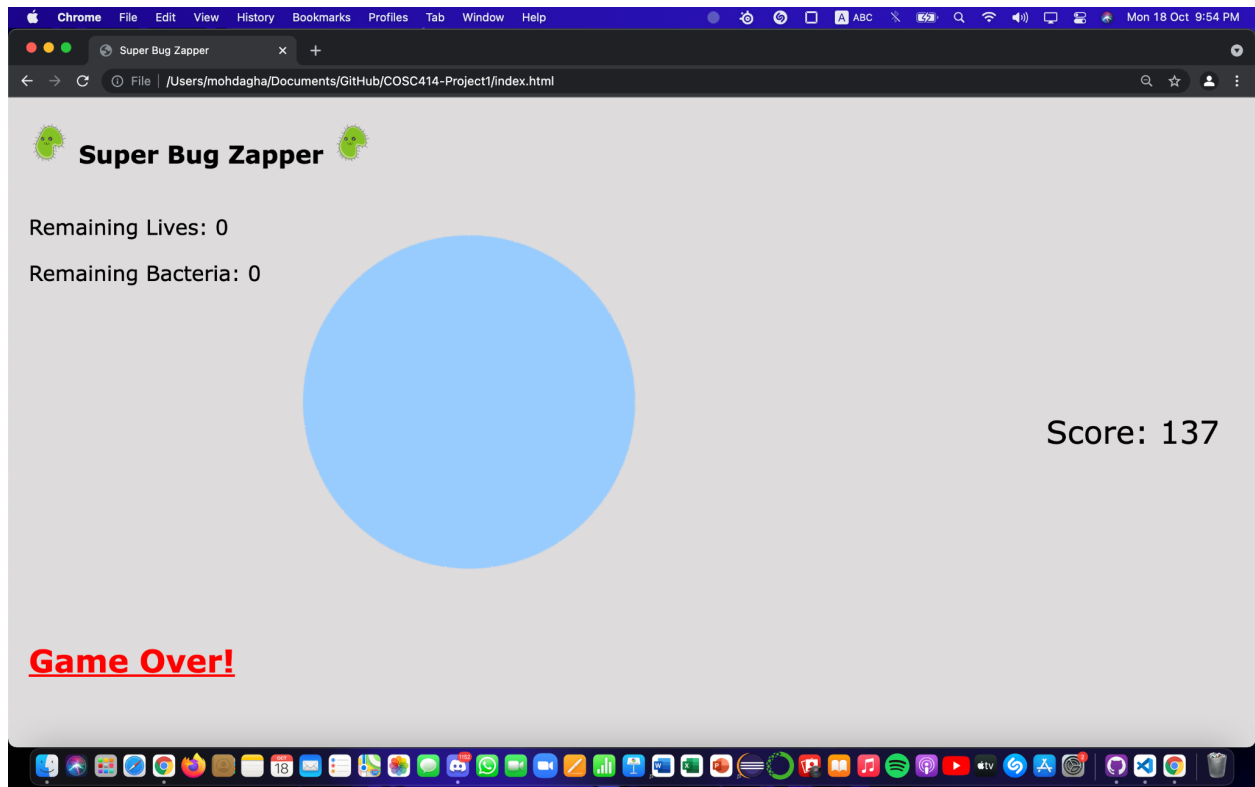
Bacteria grow with time. User gains points as bacteria is removed by clicking accurately. If total number of bacteria is greater than 10, more bacteria is generated as previous bacteria is eradicated till bacteria remaining is 10 or less where no more is generated.



In this scenario, the user manages to gain points as well as removing all bacteria without any reaching its threshold. Therefore, he ends up with 2 lives remaining, and all the bacteria removed, thus winning the game. Winning text appears!



In this case, the user gained points throughout a game, lost 1 life as a bacterium reached its threshold, but eradicated the rest. Since the user had a life left and all the bacteria is dead, the game is won. Winning text appears!



In this scenario, the user gained some points. However, at least 2 bacteria reached their threshold, thus each taking 50 points away and losing both their lives. Since the user has no more lives left, they lose the game, and the game stops. Losing text appears.