**Noah Stewart - 50706464**

COSC 414 Computer Graphics

Assignment 2

**How to play:**

The game grows bacteria (coloured circles) on the parameter of a dish (white circle). The goal of the player is to eradicate them with poison before they reach the threshold where they get to big and are no longer able be killed with poison. The player does this by clicking on them.

**Winning conditions:**

.If there is 1 or less bacteria left when they reach reach the threshold, the player wins and are given a score based on when they killed the bacteria. If there is more than 1 bacteria left when the bacteria reach the threshold, the player loses.

**Scoring:**

The closer the bacteria get to the threshold, the more points you will be awarded when you kill it, rewarding patience and risk.

**Running the game:**

Opening the html file does not seem to work on my computer,

to run the program put the unzipped files into vscode and open

in a live server by right clicking the index.html

(opening live server may require installing live server extension)

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Name: Live Server

Id: ritwickdey.LiveServer

Description: Launch a development local Server with live reload feature for static & dynamic pages

Version: 5.7.9

Publisher: Ritwick Dey

VS Marketplace Link: https://marketplace.visualstudio.com/items?itemName=ritwickdey.LiveServer

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