Environment of the game

Layout and basics on the screen:

* A small picture of the mad scientist in one corner.
* A small picture of the bacteria on the opposite end.
* A large representation of the plasmid with the gaps in the middle
* The needed categories on the bottom

The first level would constitute some kind of a tutorial of how to play the game. As such, it would only have one category termed “antibiotic resistance” containing the required parts. From level two onwards all the categories will be demonstrated in their position, but only those needed for that level (and the ones before) would be available; the rest will be grey/locked.

The parts in a category would show up as you mouse over the icon for each category.

In addition, before each level starts a text box would come up (possibly covering the game screen) to explain basic scientific principles and the challenge of the level.

Level 1.

The individual parts in the category “anti-biotic resistance genes” will be termed “AmpR”, “ChlR” and “KanR”.

Level 2.

From this level onward (up to level ~10) seven categories would present. First category is the same as level above. Second category is “Promoters”. The parts are “High”, “Medium”, and “Low”. The pictures are as follows,