The goal of this worksheet is to allow you to play a game while also thinking about the programming concepts used to create it.

Game: **Agar.io**

*Setup: Visit agar.io on your web browser*

For the first few minutes learn how to play the game. Afterwards start to think about the programming concepts that you know so you can answer the questions below. If you have any questions about the programming concepts in this sheet, ask me about it!

1. **Come up with 3 variables that could be in the game. Please write them as you would in a JavaScript program. Ex: var t = 5;**
2. **2 possible functions that could be used and what their names would be.**

**function \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( ) {**

**}**

**function \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ ( ) {**

**}**

1. **Imagine there is a function in the code for the game called “Split\_Size”. Split\_Size takes 2 parameters. The first parameter is the size of the ball that needs to be split. The second parameter is the number of splits to be completed. Write a function that returns the new size of the ball. Think about how you name your parameters!**