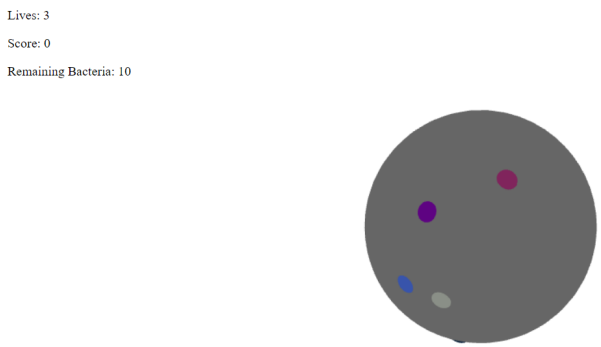
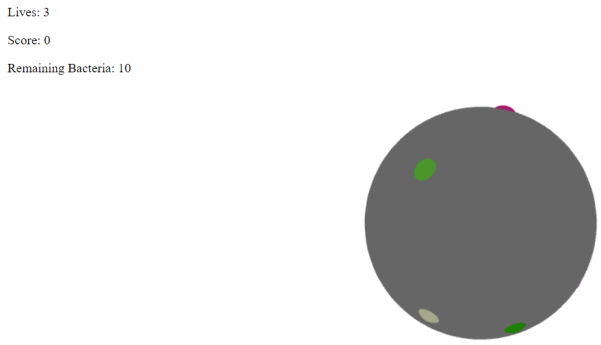
Project is run using Live Server extension on VSCode

1. The playing field starts as surface of a sphere centered at the origin.



2. The player can drag the sphere to rotate to look for bacteria by clicking and dragging left mouse button

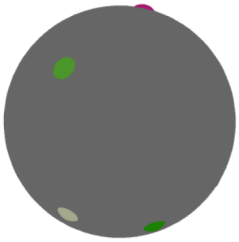


3. Bacteria grow on the surface of the sphere starting at an arbitrary spot on the surface and growing out uniformly in all directions from that spot at a speed determined by the game.

Lives: 3

Score: 0

Remaining Bacteria: 10

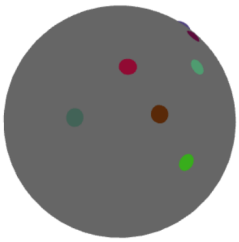


4. The player needs to eradicate the bacteria by placing the mouse over the bacteria and hitting the left mouse button.

Lives: 3

Score: 0

Remaining Bacteria: 10

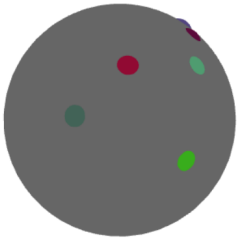


5. The effect of the poison administered is to immediately remove the poisoned bacteria.

Lives: 3

Score: 5

Remaining Bacteria: 9

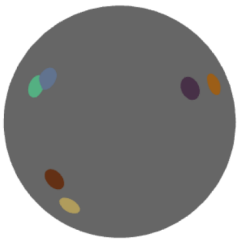


6. The game can randomly generate up to a fixed number (say 10) of different bacteria (each with a different color).

Lives: 3

Score: 0

Remaining Bacteria: 10

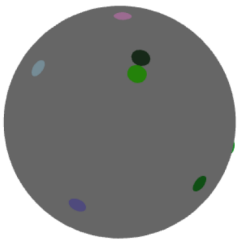


7. The bacteria appear as a colored circular patch on the surface of the sphere.

Lives: 3

Score: 0

Remaining Bacteria: 10

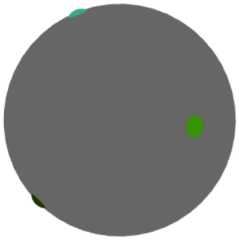


8. The game gains points through the delays in the user responding and by any specific bacteria reaching a threshold (for example, a diameter of a 30-degree arc on a great circle of the sphere).

Lives: 3

Score: 28

Remaining Bacteria: 5



9. The player wins if all bacteria are poisoned before any two different bacteria reach the threshold
mentioned above.

Bonus

1. The effect of the poison administered also propagates outward from the point of insertion of the
Not implemented

position until all the bacteria are destroyed.
2. When two bacteria cultures collide, the first one to appear on the surface dominates and consumes the later generated bacteria.
Not implemented

3. When a bacterial culture is hit, use a simple 2D particle system to simulate an explosion at the point where the poison is administered.
Not implemented

4. Lighting is used. Use GUI control to enable or disable lighting.
Not implemented