

COMP-4471 Project 1, Winter 2021

Using WebGL and JavaScript (but not three.js), and the mathematics package (with the textbook), develop a two-dimensional interactive game with the following features:

1. The playing field starts as a circular disk centered at the origin.
2. The player views the disk from above.
3. Bacteria grow on the circumference of the disk starting at an arbitrary spot on the circumference and growing out uniformly in each direction from that spot at a speed determined by the game.
4. The player needs to eradicate the bacteria by placing the mouse over the bacteria and hitting a button.
5. The effect of the poison administered is to immediately remove the poisoned bacteria.
6. The game can randomly generate up to a fixed number (say 5 or 10) different bacteria (each a different color).
7. The bacteria appear as a crust on the circumference of the disk.
8. The game gains points through the delays in the user responding and by any specific bacteria reaching a threshold (for example a 30-degree arc).
9. The player wins if all bacteria are poisoned before any two different bacteria reach the threshold mentioned above.

A well-developed implementation with documentation for the above will earn a grade of 90%. To get a higher grade, at least one of the following should be completed in addition.

1. The effect of the poison administered also propagates outward from the point of insertion of the position until all the bacteria are destroyed.
2. When two bacteria cultures collide, the first one to appear on the circumference dominates and consumes the later generated bacteria.
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.

Notes:

1. Students may work in teams of up to three. Reach out to the instructor (and copy the TA in the email) in case you cannot form a group of two or three.
2. A class demonstration may be required and added later for each team (if time permits).

Electronic submission of source code and documentation will be through myCourseLink:

1. Submit ONE compressed file (.zip only).
2. This .zip file should contain all your source files plus the files specified in 3 below and the files should be correctly placed so that the program runs from a browser.
3. Include in your submission two .doc (or .docx or .pdf) files: one for a user guide and one for a gallery of screen captures (with at most a 3-line explanation of each image). The screen captures should be complete and illustrate all aspects of the project requirements sufficient for marking needs.
4. Include specific contributions of each member in the group at the beginning of the user guide file.