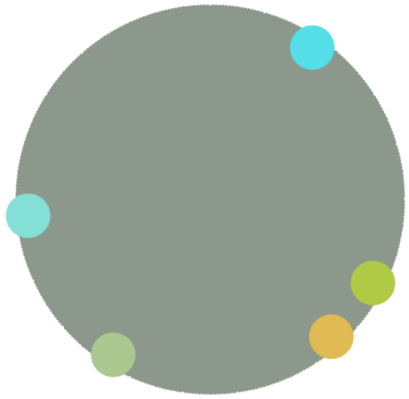
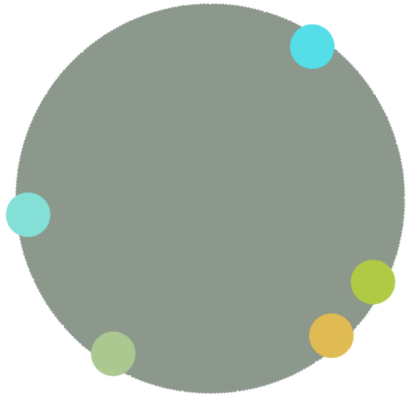
1. The playing field starts as a circular disk centred at the origin.



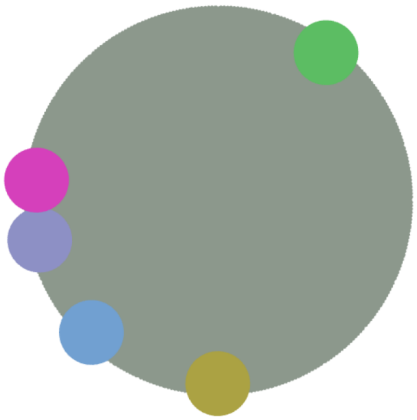
Score 0

2. The player views the disk from above.



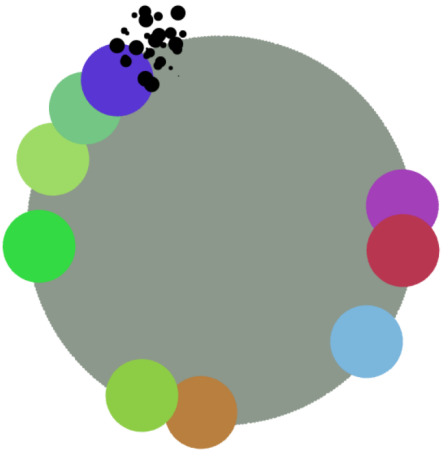
Score 0

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



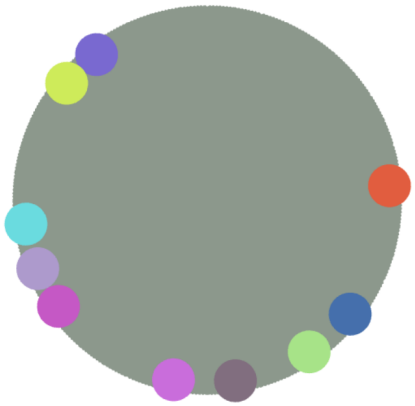
Score 0

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

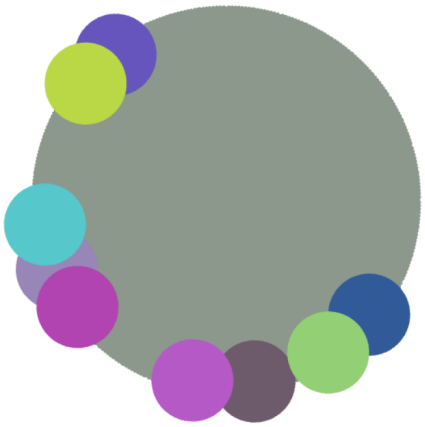


Score 7

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

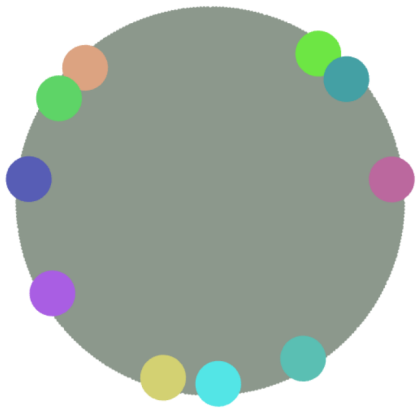


Score 0



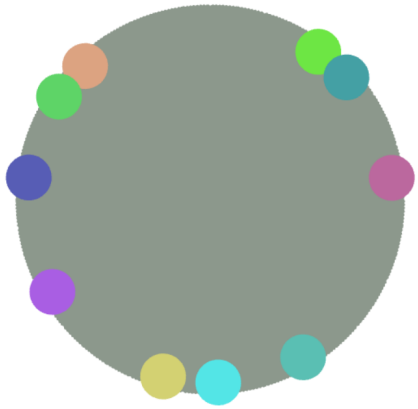
Score 9

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



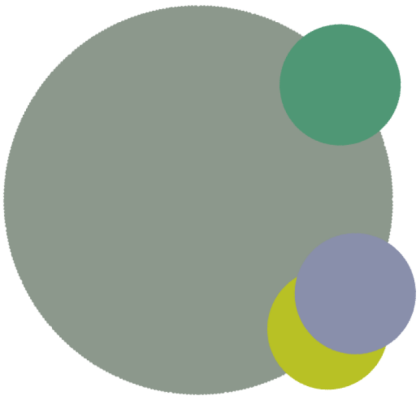
Score 0

7. The bacteria appear as a crust on the circumference of the disk.



Score 0

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).

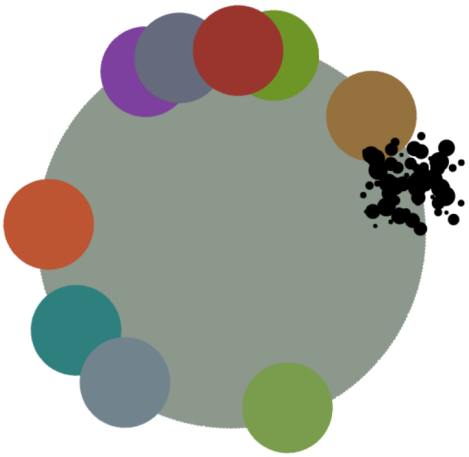


Score 41

9. The player wins if all bacteria are poisoned before any two different bacteria reach the threshold mentioned above.
Not fully functional, currently does not show win on page properly after removing the required number of bacteria

10. The effect of the poison administered also propagates outward from the point of insertion of the position until all the bacteria are destroyed.
Not implemented
11. When two bacteria cultures collide, the first one to appear on the circumference dominates and consumes the later generated bacteria.
Not implemented fully

12. When a bacterial culture is hit, use a simple 2D particle system to simulate an explosion at the point where the poison is administered.



Score 6