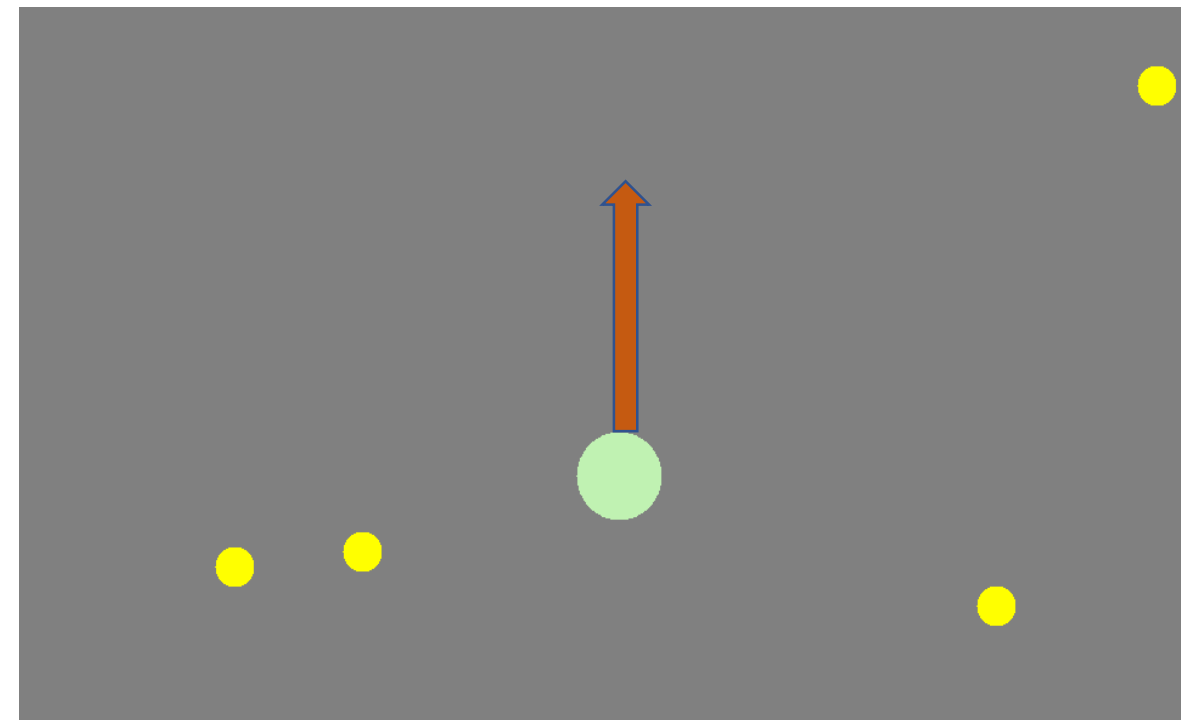
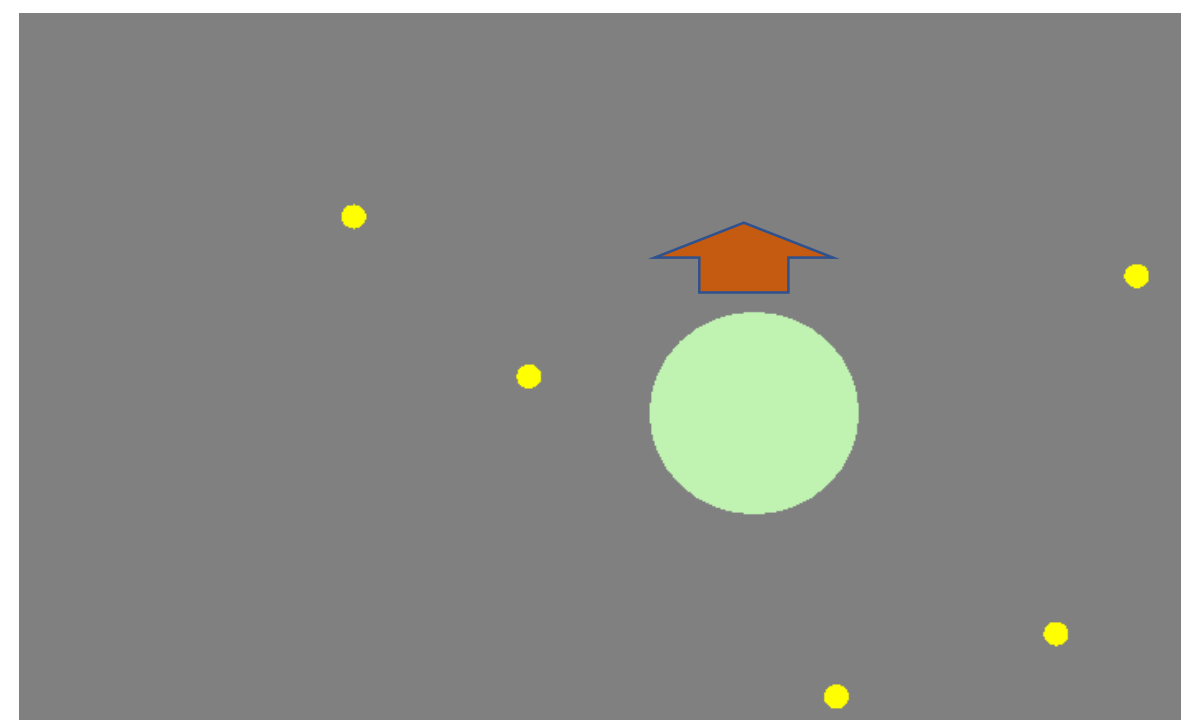


# Agar.io

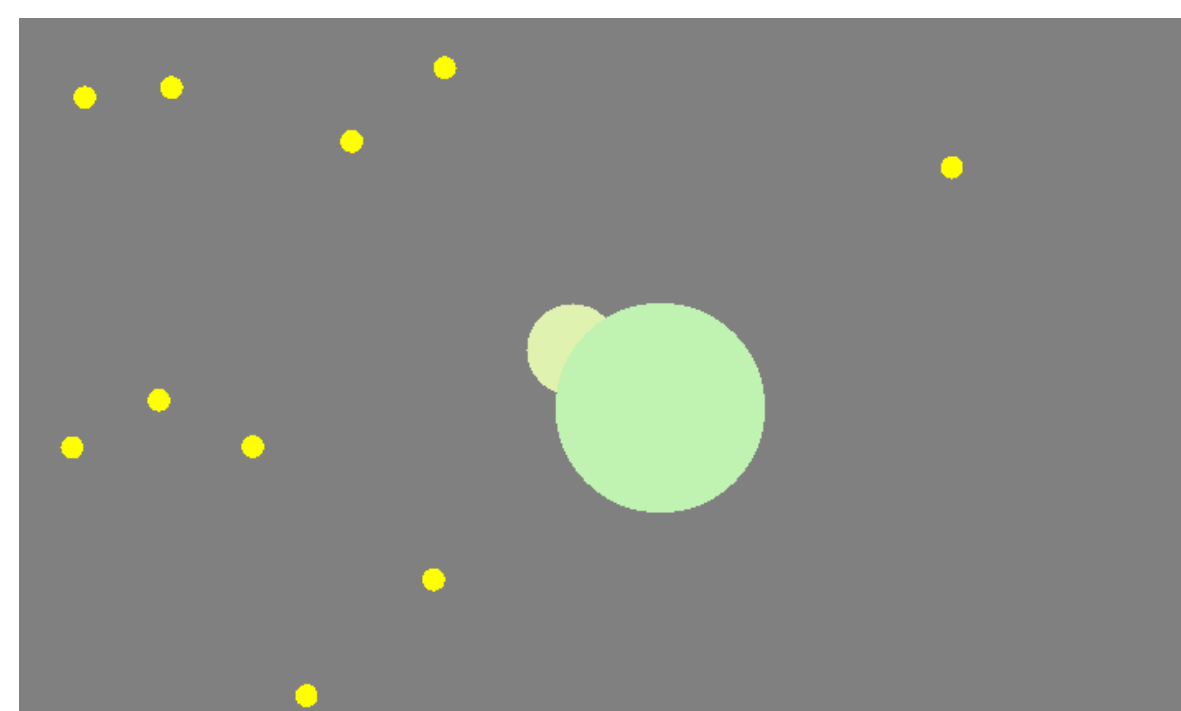
## Gameplay



Initially, the player starts at a random location and moves around using mouse pointers. The size of the player is small and moves on the canvas at very fast speed. The player eats the yellow food by moving over it and gained size.



As the player keeps eating food, it gains size and this reduces its speed. Therefore, the bigger a player is, the slower it will be. This makes it harder for the player to explore the canvas looking for food and other opponents.



Even though the player is slow when it is big, it still has an advantage over other players who are smaller than it, as it is able to consume players who are smaller than it. The players can try to escape by boosting for a limited time, but it is still hard for smaller players to survive when surrounded by bigger players.

## Technical Difficulties

- Flicker due to messaging delays
- Rendering large canvas on smaller screen
- Scaling of canvas

## Architecture

