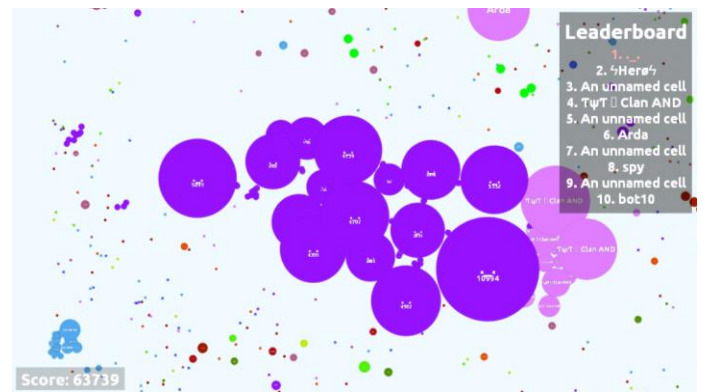


Agario is a game released in April, 2015. The game was created by Matheus Valadares and published by Miniclip, a free online games website known for having a large variety of games. Agario is played in a map which is representing a petri dish as the game is a more entertaining version of cells and cell division in, ironically, an 'agar' plate. The aim of the game is to gain as much mass as you can by eating the randomly spawned pellets, which are not players, until you are big enough to eat other players, however you have to be careful and watch out for the larger players who will try to eat you.

Gameplay

In the game there are three game mode, Free for All, Team and Experimental. Each is played differently to the other. Free for All is the most popular and despite the aim being 'Every man for himself', many players for alliances with other cells in order to get to the top of the leader board. The more mass a cell has the more mass it starts to lose over time and the slower it moves. To tackle this players are given the ability to split into two pieces, the maximum is sixteen pieces. This will give you the benefit of moving faster but you are vulnerable to larger cells who will use this split as a ranged attack.



When you get too big it becomes hard to move around as positioned around the map are viruses which when a cell eats one, they gain some mass but split up into sixteen pieces, becoming a delicious meal for another cell. These viruses can be used as a safe place to hide for cells small enough to go inside. Some people use these viruses as a quick way to get mass. These people split into one so half of them is split into sixteen pieces and therefore they can go around eating viruses as they cannot be split into any more pieces. This method works best with an ally so you are not in danger of being eaten. Some smaller cells who are unable to eat a cell larger than them shoot a virus to make it fire at a larger cell and make them split so they can eat their smaller bits until they can eat the whole cell.

Development

Agario was first released on 28 April, 2015 by Matheus Valadares who is Brazilian and 19 years old. The game became very popular because it was unique and random and no one had ever seen a game like it. Agario is a free game and Valadares got money from ads on his game and with some many people playing the game he got a lot of money. He used this money to update and improve the game. Later in the same, Valadares join with Steam to make a downloadable version with extra features and with MiniClip to make a mobile version.

What Makes The Game Addictive?

One thing that makes the game addictive is the want to dominate and rule the servers, it's this desire to be big that fuels the gamers on Agar.io to continue even after they are killed, to add to this once someone big eats you it makes u want to re-gather all of the mass that you had to destroy and get back yours from the bigger opponent. It may seem impossible to overthrow somebody bigger than you so that's why they added a 30000 mass limit to each cell and viruses to split the larger foes to a size capable of devouring.

Furthermore you can team up with your friends and fully annihilate all of your enemies and people smaller than you, you can start off slow and steady and after being careful and aggressive towards all you can end up with the largest cell in the game and be the big boss of the room. Rather than just being with your friends you can create clans and fully dominate the all other clans that try to take you down.

Conclusion

Overall Agar.io became popular because it was a new and unique game. It was self-explanatory on how to play, and with the many different game modes to suit your style anybody can get used to the game. Also there is no limit on the amount of mass you can get so you can try and set new high scores for yourself, the game was inspired from science and agar dishes with cells and viruses. If you were to be honest the game is a cell and bacteria simulator in a way but you control the cells and the other cells are all against you. The game will not die out quickly and will last a long time without people getting bored because it is very addictive because of the desires you get whilst playing.