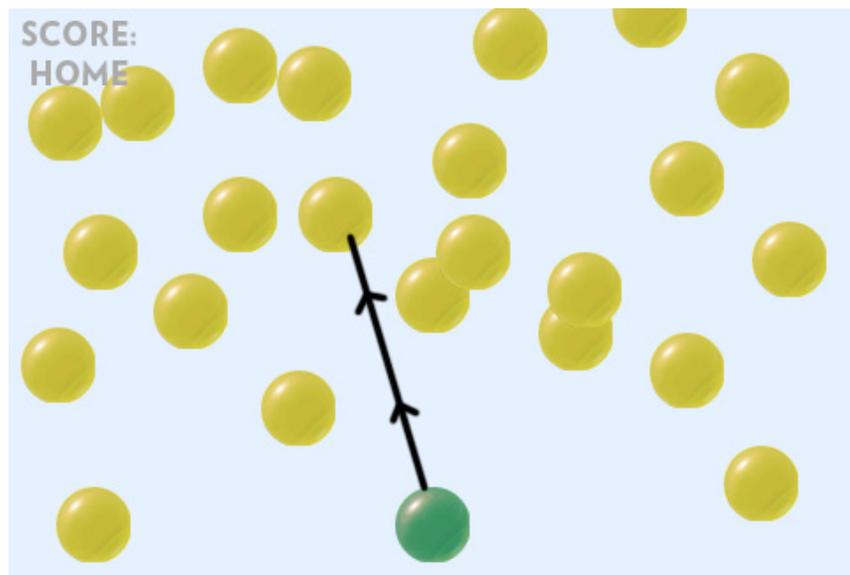
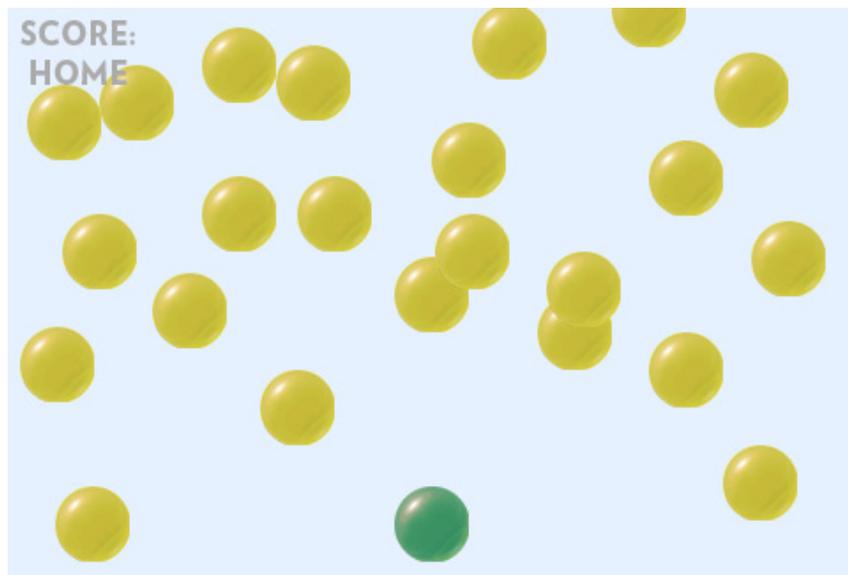


T_c Collision Mini Game: Sam & Daniel

Step 1:

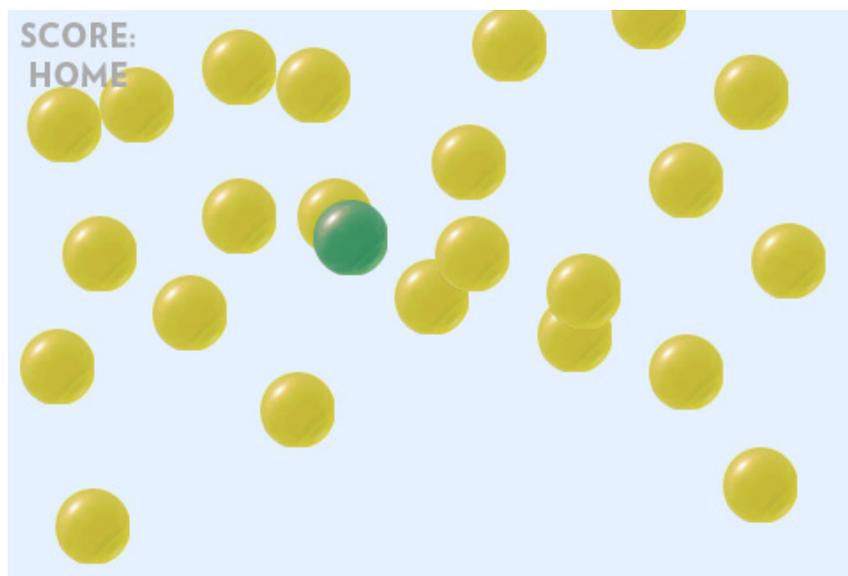
T_c Collision will attempt to model the process of the detection and elimination of a virus by T-cells. The user will guide a single T-cell amongst a large group of cells, some of which will be infected with a virus that will spread over the course of time.



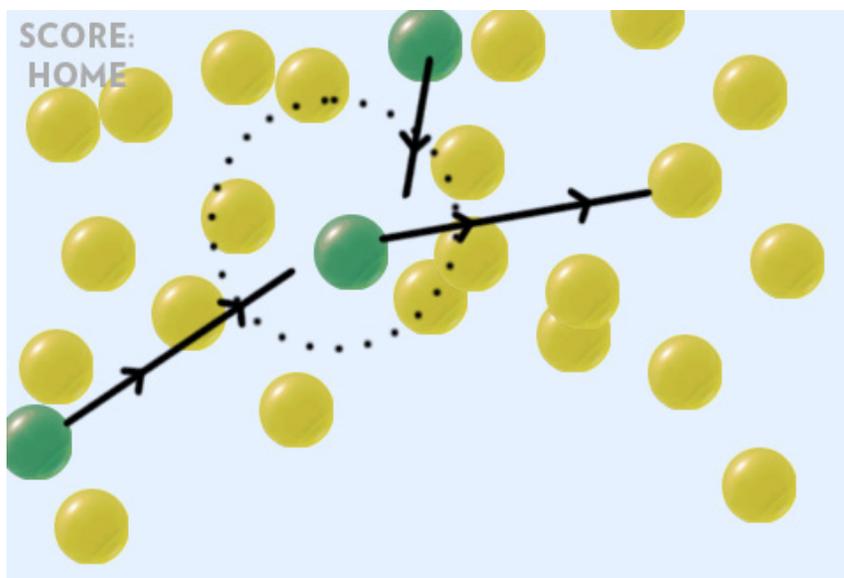
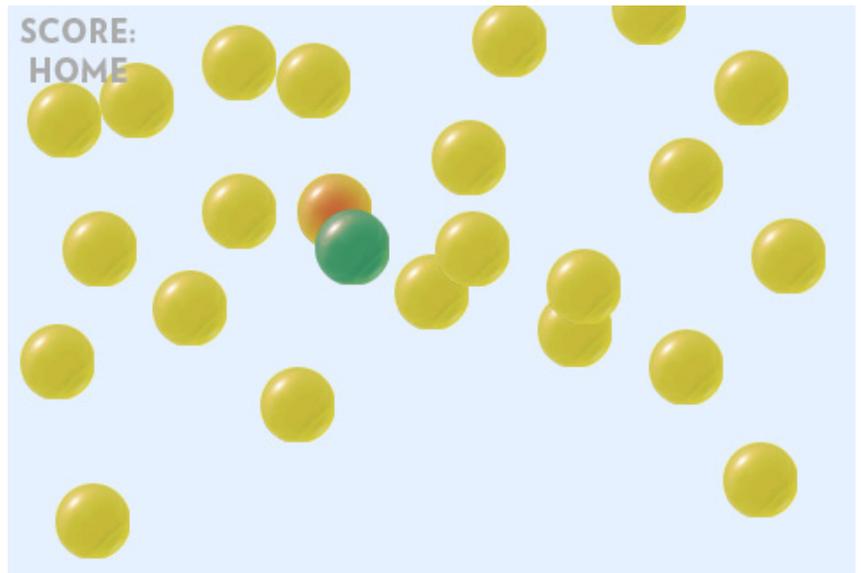
Step 2:

The user will determine which cells are infected by tapping one of the group of cells on screen. After this initial tap the user's T-cell will move towards the chosen cell, and if that cell is infected it will flash/glow red to indicate that it is infected.

Step 3: (cont)



Step 4:
(cont)



Step 5:

Once a cell is detected as infected, the user can kill the infected cell, and has the option to double tap and release cytokines to signal for other T-cells to stop the spread of infection in a small radius around the cell, after this a specified number of other t-cells will move towards the area and check and kill infected cells in that neighborhood.

Step 4:

To win the game the user must eliminate all infected cells, if at any point all cells are infected with the virus then the game has been lost.

