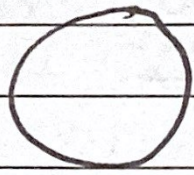


#1



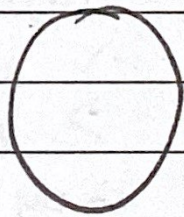
=

$$\text{radius} = 30$$

$$\text{Speed} = 1$$

$$\text{ring radius} = 100$$

#2

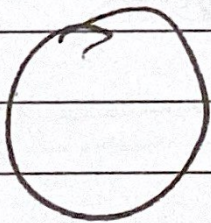


$$\text{radius} = 430$$

$$\text{Speed} = 1.5$$

$$\text{ring radius} = 200$$

#3



$$\text{radius} = 100$$

$$\text{speed} = 0.9$$

$$\text{ring radius} = 300$$

problem:- never a time where  
all 3 circles aligned

to fix that i experimented with  
the "radian();" of each circle

when i altered the radian of  
circle #2 & i saw some  
alignment

but circle #3 was too fast  
and it's rotation pattern never  
fit

=> i changed #3's speed.  
it helped ~~to~~ with the speed  
problem only not the pattern.

i was sure that it wasn't the  
ring radius or speed so  
i thought i ~~should~~ should  
decrease the radian number.

but that wasn't the working  
so i thought maybe i can  
increase it.

once i increased it, the  
pattern adjusted and ~~the~~

#3 was very close ~~to~~ at  
aligning with the rest

⇒ i increase the absolute  
value at what would be  
accepted as an alignment

and finally the player is  
able to align all three  
circles and win :).