# chasing the stars

Challenging is the cure of making a fun game, especially when you challenge yourself to get stronger and bigger than others to have more control to reach your goals. The only path that leads you to growth is challenging yourself and practicing your skills, Discipline to laws.

In our computer game "chasing the stars" we are looking to make it more fun and exciting, to achieve that, you have to became bigger and complete all the levels, follow the rules, keep up with the scores and the challenges that the game represents to you.

## Goals

The goal of "chasing the stars" is to lead the space, to become the dominant contestant in the game, to gain the supremacy over others and complete all the level in the game starting from easy to hard as the levels go up.

 To accomplish these goals the player has to survive by eating the smaller balls and avoiding the bigger ones,  and the player has to avoid running into bigger balls than him otherwise they will eat him and the game will end. Controlling the player ball will be by moving the mouse in a 3D space.

## Rules:

• Eating a smaller ball to get bigger. The bigger you are, the more you need to eat to grow even bigger.

- Avoid running into balls bigger than you otherwise you will be eaten and the game will end and you will have to repeat the same level again.

- The player is rewarded with points for eating balls, eating larger balls will give more points.

- For each level the player has to collect points more than the minimal overall points defined for this level.

- The player has to collect points before the time is up.

**challenges**

To make the game more challenging and constantly encourage the player to finish more levels. Each time he moves to the next level, it becomes harder to find smaller balls and the time will pass quicker and the points that the player has to collect will be bigger. That means, if the player isn't focused on the goals, the game can be over very quickly making him repeat the same levels again and again.

**The Game World- surrounding**

The player ball will move in the 3D space with the mouse, The camera will be focused on the player's ball, the movement of the players ball will be in a 3D movement. In the space there will different sizes of balls and they will move randomly.

The game represents a great set of challenges upon the player, and it creates competitive atmosphere that motivates the player to aspire to win the different levels in the game.