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Osmos!

Brief Summary

Osmos is a strategy game in which a player tries to turn a small cell into a big cell. This is done by moving around a field and absorbing smaller cells in order to grow in size.

List of Features

1) Multiple cell types: There are a variety of cell types that each have their own unique behavior.
2) Multiple levels
3) An infinite level where you just try to get as big as you possibly can
4) Balanced physics and mechanics to allow small cells to catch up to bigger ones.

Detailed Description

In this game, you take control of a small cell that you control with your cursor. There are a bunch of other cells around the map that either stay still or move around. If two cells run into each other, the larger cell will absorb the smaller one and grow bigger. The bigger a cell is, the slower it moves. There are a variety of cells that each have different behaviors. Some will pursue smaller cells (including you), while others try to avoid cells altogether. The goal is to become as big as possible (possibly the biggest cell in the field).

Roadmap of development stages

1) Figure out the knicks and knacks of processing
2) Experiment with shapes (specifically circles)
3) Create an abstract class or interface to describe enemies (cells that aren't the player)
4) Write the classes of each enemy cell type. This includes deleting themselves when eaten, and functions to grow larger. Instance variables include size, color, and velocity. Also include a function to make them move by themselves.
5) Make the classes implement comparable, in order to tell whether a cell is larger than another one.
6) Write the class of the player, a noticeable difference being the movement, which is controlled by the cursor.

7) Implement levels and an infinite level
8) Implement sound and custom background???

Distribution of Work

Solo group :(