To Do for Katmari game (KusoMari?)

1. **Code**
   * Zoom out camera
   * Option to show smaller stuff (with space or click) (outline)
   * Pick up > pickup and make them shrink over time
   * Extra : local highscores
   * Extra: choose KusoBal (color)
   * Interactive menu (ex: roll op start sign > start game) => see boogeyman2
2. **Models**
   * **Main character (dung beetle) + poopbal**
   * Boards to climb up onto stuff
   * Park (lvl1) -Flower waltz
     1. Animals
        1. Ant
        2. Dog
        3. Cat
        4. Spider
        5. Rat
        6. Caterpillar
        7. Duck
        8. squirrel
     2. Park bench
     3. park table
     4. lightposts
     5. trees
     6. pond
     7. bridge over pond
     8. Wall around park
     9. Picknick basket
     10. Frisbee
     11. Trash + trashcan
     12. Poop
     13. Road
     14. Street
     15. Speeltuin (monkey bars, swing…)

🡺 win when you can pick up the fence and leave the park

* + Rolling on the streets (lv2)
    1. Car
    2. Bike
    3. Streetlights
    4. Humans

🡺 win when …. (house size….)

* + houses (for the revenge level, lvl3)

🡺 win when you can pick up the flashy house of the human who destroyed your prev bal

1. **Hardware**
   * Check 3D printing cost + shipping time
   * Make mouse for game
   * Find ball with enough friction + make hole for it
   * Code mouse (mouse library)
   * Search for components
2. **Others**
   * Map

**OLD (house level)**

1. **Code**
   * Code works with arrow keys
   * Zoom out camera
   * Option to jump (with space + left mouse click)
   * Pick up (showitems or not?)
   * Extra : local highscores
2. **Models**
   * **Main character (dung beetle) + poopbal**
   * Boards to climb up onto stuff
   * House 1st floor
   * House 2nd floor
   * Garden
     1. Doghouse
     2. Bridge + pond
     3. Others?
   * Kitchen
     1. Table
     2. Chairs
     3. Washing machine
     4. Refrigerator
     5. Stove
     6. Wasbak
   * Hallway
     1. Keyhanger
     2. Coathanger
     3. Table?
     4. Shoes (shoerack?)
   * Living room
     1. Aquarium
     2. Cabinet
     3. Couch
     4. Tv + cabinet
     5. Round table
     6. Special case (thropies)
   * Stairway
     1. Stairs
     2. Elevator for player
   * Bedroom
     1. Bed
     2. Small table
     3. Walk in closet (fill it with stuff likes shoes and such)
   * Study
     1. Desk
     2. Chair
     3. Bookcase (+books)
     4. lamp
   * Bathroom
     1. Toilet
     2. Shower
     3. Washing
     4. bathtub
   * Guest room
     1. Bed
     2. Closet
     3. Toybox (+toysoldiers?)
3. **Hardware**
   * Check 3D printing cost + shipping time
   * Make mouse for game
   * Find ball with enough friction + make hole for it
   * Code mouse (mouse library)
   * Search for components
   * Optoslot or something else
4. **Others**
   * Map
   * Show where items smaller than you are (outline)