

Nolan Bijmhort

Project Plan: "maghar"

Maghar will be made with c++ raylib Maghar is a simplified singleplayer only version of agar.io. You start as a tiny ball that can move on the x and y axis. If you pick up other balls (these can be npc's or pickups) you grow a bit. You do this until you get eaten by a bigger ball which ends the game. I will first try and make these simple functions work and then I will see if I can add more functions.

List of thing to do

Classes

- ☐ Scene
- ☐ Entity
- ☐ Object
- ☐ Blob
- ☐ Intractable

Extras

- ☐ Text
 - ☐ Timer
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In game features

- ☐ Movement
- ☐ Interactables
- ☐ Obstacles
- ☐ Random spawn system
- ☐ Enemy AI
- ☐ Utilities (not worked out yet)