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Project Name: Event Horizon

A n-body game where you get to control a tiny black hole competing with other black holes on a map where you can eat other masses to gain size and strength.

Project Vision:

You will start off as a tiny black hole where your goal is to get as big as possible. Similar to browser games like [Slither.io](https://slither.io) and [Agar.io](https://agar.io). The main difference is that it will be a n-body simulation where you will be able to use the gravity of the masses on the map in addition to your movement using WASD to gain momentum. Final project will most likely be just the initial implementation previously mentioned. If done, earlier than expected features such as upgrades and similar game mechanics will try to be implemented. In the initial program, I plan to implement the overall skeleton of a n-body with graphics, that has a controllable player and movement mechanic

Issues/Concerns:

My concern is how difficult the initial implementation is going to be. At the time of writing this I don't really have an idea on how complex building an n-body program will be, especially since I'm doing this solo. I am currently hoping there is a basic skeleton of a Rust n-body that I can reference from.

Unsure how to start on the graphics will do more research.

Another concern is that while it may be achievable, I'm unsure if there is enough time due to ongoing/upcoming projects in other classes.

Github: <https://github.com/NhojDev/Event-Horizon>