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CS 38101
Project_Plan0
The goal of my project is to create a Katamari like game in which the player rolls around collecting objects. Once the player has collided with an object, said object becomes attached to the player increasing its size.

Goals:

Add a variety of objects that can all be added to the player (provided said object is smaller than the player and said object isn't a part of the game world) -- continue

Add a time to end the game - done

Stop player from playing past time - done

Create more modular objects - done

Modify player to expand after each assimilation - done

Expand level - done

Set up unlock to allow player to explore more based on size - done

Prevent player from leaving a particular area if mass isn't sufficiently large enough - done

Add large objects to new area - done

Add enemies that will seek out other smaller objects

If enemy is larger than player seek player and assimilate player

If enemy is smaller than player -> avoid player