Chris Grimes
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

Create a menu page

give player option to have an enemy in the game or play solo, chosen on menu page

give player option to have multiple enemies in the game, chosen on menu page

if there are multiple enemies, let enemies combine with smaller enemies to increase mass

when starStatus is achieved, restart with less objects and a better enemy

Modify Level to seem more realistic i.e. less randomly placed objects in outer level

If enemy is smaller than player -> avoid player