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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

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

If mass goal is reached in time limit, have player emit light like a star- completed

Replace borg cube with something else -> borg cube will become enemy- completed

Add enemies that will seek out other smaller objects- completed

If enemy is larger than player seek player and assimilate player- completed

If enemy is smaller than player -> avoid player