

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-> done

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 -> implemented via script automatically

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-> done

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

If enemy is smaller than player, avoid player

Not Originally in project plan 3:

Created script to advance to/ revert to based on completion/ or failure to complete a given level -> done

Make a given level harder or easier based off of last level performance -> done

Create loading page(s) to make game seem more professional -> pending