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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:

Implement a larger level

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)

Add a win condition

Add more "Stuck" fixes

Add HUD

Add Instructions