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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

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

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