

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

Add a time to end the game

Stop player from playing past time

Create more modular objects

Modify player to expand after each assimilation

Expand level

Set up unlock to allow player to explore more based on size

Prevent player from leaving a particular area if mass isn't sufficiently large enough

Add large objects to new area

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