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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

give player option to play solo, chosen on menu page -done

After finishing a "solo" level, load to a level with an enemy- loads to main page

if there are multiple enemies, let enemies combine with smaller enemies to increase mass- makes game too dificult

If enemy is smaller than player, avoid player- doesn't avoid, just ignores

Add more loading pages- done

Add last level loading page to notify player that it's the last level

Add you win page after completion of last level-done

Balance gameplay-done