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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

After finishing a "solo" level, load to a level with an enemy

if there are multiple enemies, let enemies combine with smaller enemies to increase mass

If enemy is smaller than player, avoid player

Add more loading pages

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

Add you win page after completion of last level

Balance gameplay