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 – done to an extent

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) – done to an extent

Add a win condition – done to an extent

Add more “Stuck” fixes – done

Add HUD – done

Add Instructions – done