

Konzept für ein 3D Spiel

Spaceballs

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1. Concept

1.1 Description

Goal of the game is to be the biggest sphere in a 3-Dimensional room with other spheres. The player himself is a sphere. He can control it with mouse and keyboard.

To win the game the player has to absorb nearly all the other spheres. A sphere can absorb another sphere only if it is the bigger one. To absorb a sphere the two spheres have to touch. The volume of the smaller sphere gets then added to the bigger sphere.

The random spheres move on a random basis through the space and can absorb each other as well. If the own sphere is absorbed the Player loses. Also the player loses if he can't win anymore.

2. Mockup



