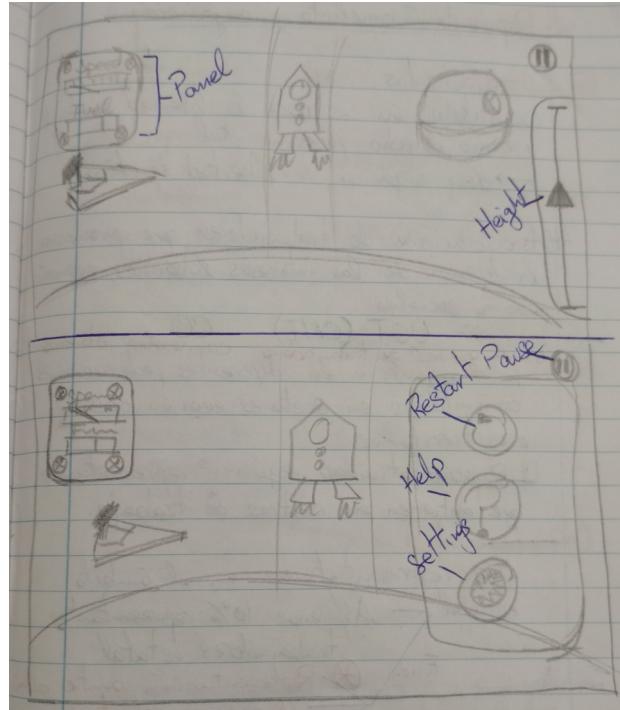


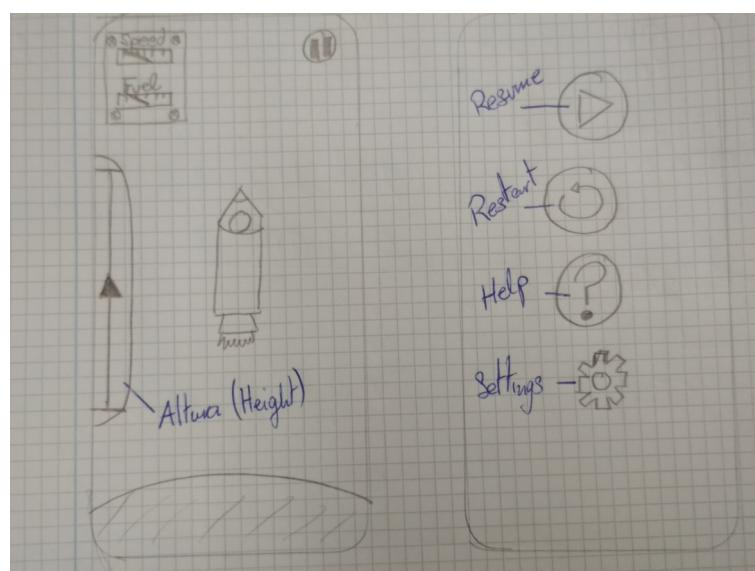
Project "Moon-Lander"

The client wants us to make a little-scale videogame. He requests that the game does have its stats on it, so that it will be more visual for the player. It is also required that the game works in multiple different screens, so the user could play it on the PC or on its own mobile phone.

Here it is presented the visual structure of the game, both the PC-monitor and a smaller one for mobile phones:



These for the PC-monitor, the second one shows how will be the retractable menu.



These other are from the mobile-phone, first for the game and the second shows the menu that is shown on the whole screen.

The visual content are the panels of the Fuel and speed (shown as two metres) that is coloured and the altitude panel (shown as a more visual panel that visualizes the in-scale distance between the ship and the moon/planet).

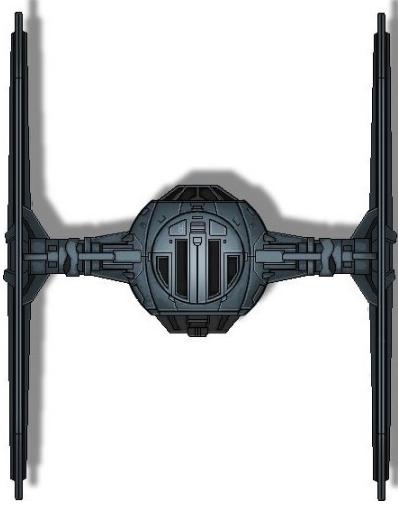
The menu is opened by clicking or tapping the pause button. It has four options: "Resume", "Retry", "Help" and "Settings". The Help button will redirect to a webpage where it is explained the instructions of the game, the developers and how was this game made; On the other hand, the Settings button is where the user can change the difficulty (how the fuel is spent or how fast the ship falls down), the landing zone (change the moon type) and change the ship type.

In PC the game starts with pressing "spacebar" button on the keyboard. Next the ship will burn fuel and go higher with the same "spacebar" button.

In the mobile-phone, the game starts by tapping the "play" button that will be displayed once the game is either initiated, restarted or gone to "game over". Afterwards, by tapping the zone where the moon/planet is shown the ship will burn fuel and go higher as well.

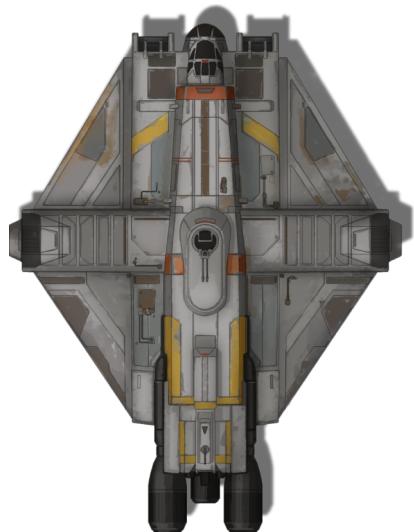
Also, the speed limit to arrive safe on the moon/planet will be less than the red bar that is shown in the speed panel.

The different types of starships are:



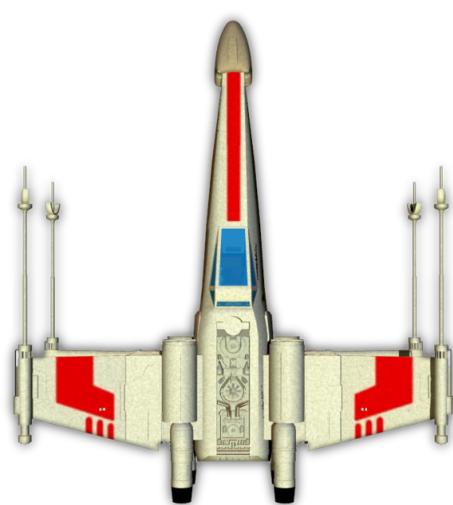
TIE Fighter

(460x565)(53,kB)(JPG)



Colonial Vessel

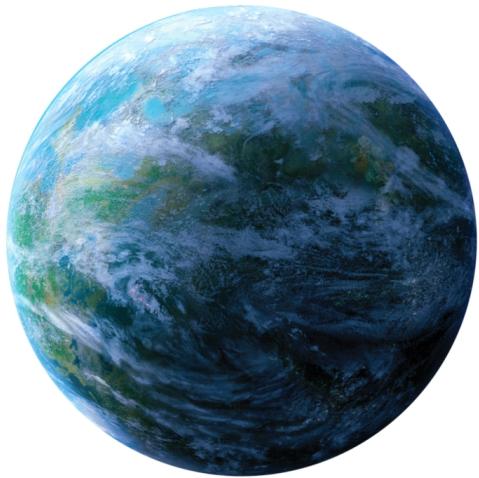
(785x1024)(575kB)(PNG)



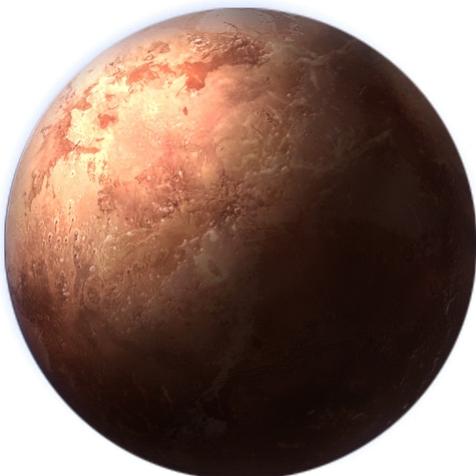
X-Wing Fighter

(584x640)(760kB)(JPG)

The planets will be the following ones:



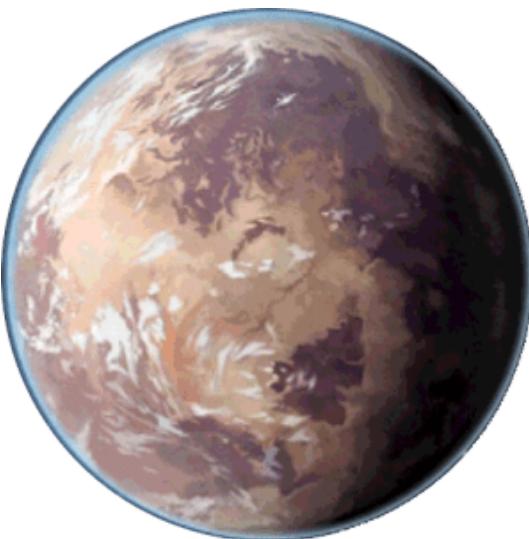
(756x768)(670kB)(PNG)



(512x512)(292kB)(PNG)

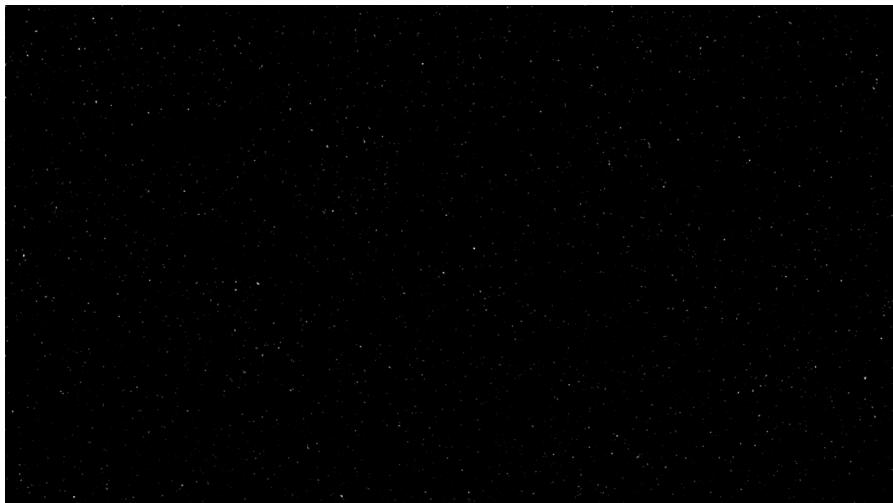


(756x768)(712kB)(PNG)



(300x300)(42kB)(PNG)

The background will be the next one:



(1920x1080)(181kB)(JPG)

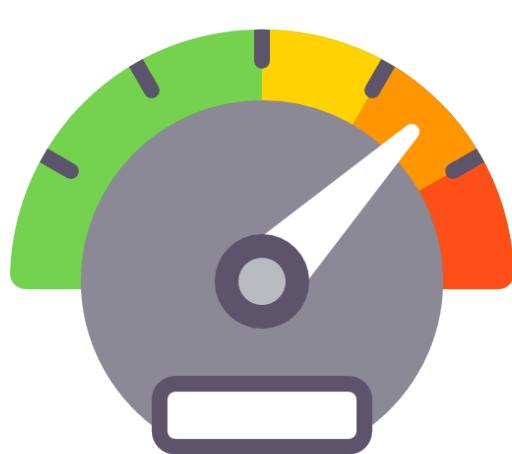
with the subsequent extras:



(1950x1002)(1,77MB)(PNG)



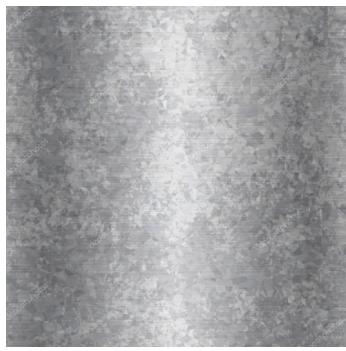
(512x87)(38,4kB)(PNG)



(512x512)(18,7kB)(PNG)



(512x512)(16,3kB)(PNG)



(1024x1024)(120kB)(JPG)

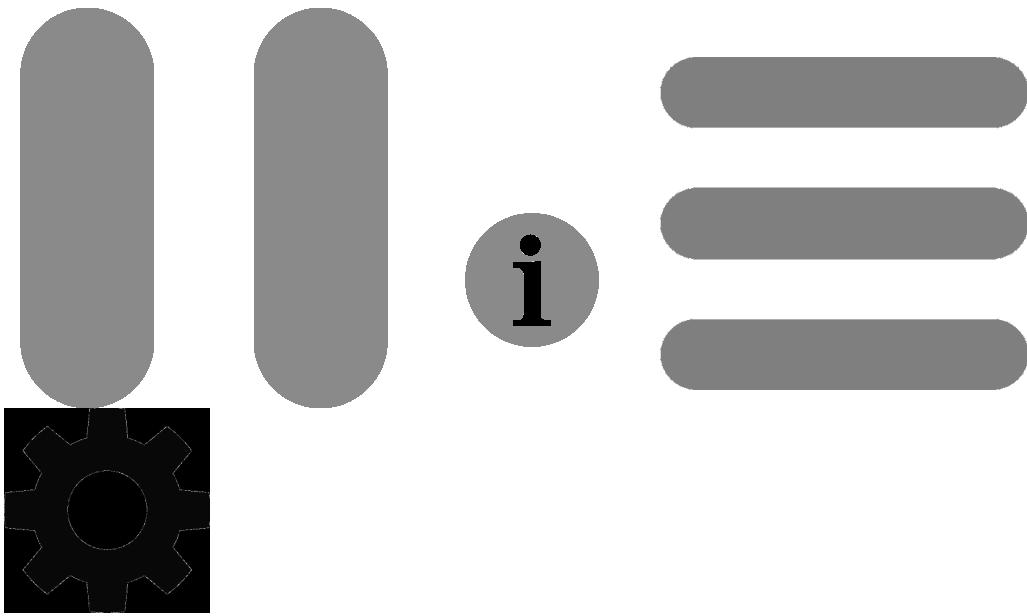
Finally, it will look like this:

PC)



MOBILE)





Pause button (400x400)(1,8kB)(PNG)

Info button (256x256)(2,94kB)(PNG)

Menu button (512x512)(3,78kB)(PNG)

Options button (2400x2400)(118kB)(PNG)