

Project: Lunar Lander

Lunar Lander is a classic computer game. We're going to make a minimal version.

There is an example of the project here: <https://youtu.be/dwt0kwWRC2w>

What are the requirements for the project?

The following are **required** to earn points for the project:

Player Falls With Gravity (25%)

- The player should fall with gravity. Make the gravity really low so the player falls slowly.

Moving with Acceleration (25%)

- Moving left and right should change the acceleration (not the velocity). In other words, when you let go of the key, the ship should still drift for a bit.

Mission Failed (25%)

- If the player touches a wall/rock, show the text "Mission Failed"

Mission Successful (25%)

- If the player touches the platform, show "Mission Successful"

Any tips on how to get started or approach this project?

You might find it easier to work on the movement first (without any obstacles in the way). Once the movement is working, then add your environment.

If I want to go that extra distance, what are some things I can add?

While **not required**, here are some ideas for things to add to your game:

- Switch up the theme with different graphics.
- Have the player use "fuel" when they press a key. When they are out, then pressing a key does not work.

I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: cguida@nyu.edu

Additionally, there is a forum in NYU Classes where **students can help each other**.

How do I submit my work?

Commit your code to your GitHub repository. Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

<https://github.com/tonystark/CS3113/P1/>

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late.**

If there are any issues with uploading your project, you must **email me before the due date**.

While I check email regularly, **do not expect a response over the weekend or close to deadlines**.

Your code must compile. Code that does not compile will receive a grade of 0.

Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 3 days**.