**Narrative Description:**

The game is going to have two airplanes flying around being controlled by the player and if they crash into each other there is an explosion.

**Inner workings:**

The big plane is going to be moved by pressing the left mouse button and the right plane is going to be moved by pressing the right mouse button. There is going to be a sprite pop up if the two planes collide. There is going to be a collision circle around both planes which will work as they collision. Neither of the planes will be able to leave the screen as there will be boundaries set in place.