

Name of the game: Lunar lander extreme

Overview/Story of the game: You have to dodge asteroids while coming in for a landing on the moon.

What players are there: Lander (You)

What NPCs are there

- **Enemies:** Asteroids
- **Rewards:** Oxygen
- **Environmental:** Space, Moon
- **Borders:** Moon (Ground), Side of map
- **Penalties:** Hitting an asteroid too many times or running out of oxygen

What is the Goal of the game: To land on the moon with as much oxygen as possible and not hit it too fast

- **What are the rules of the game**
 - **Life:** 3
 - **Points:** Oxygen
 - **Score:** How many oxygen canisters you have picked up
- **What needs to happen in the game to move it forward:** You need to get closer to the moon, but if you land too fast you will crash
- **Is it easy, hard:** Moderate
- **Is it balances for both opponents:** No
- **How is it adaptive:** The closer you get the more asteroids appear
- **Is there chance:** Random spawning asteroids, oxygen canisters appearing
- **What skills are needed:** Awareness of your surroundings
- **What immersive feedback is there:** Sound when collecting oxygen, sound when colliding with asteroid, sound when firing engine, visual deterioration of the spacecraft when colliding with asteroid, visual engine firing

States:

How many stages are they what should be displayed in each state: Three game states (Start, Play, End).
Two game stages (Dodging, landing)

Resources:

Images (Lander, asteroids, background, oxygen canisters, Moon,craft crash)

Sounds (Music, Crash, Oxygen increase, Thrusters, Victory landing,

Screens:

What should each screen look like. (Paste mockups below)