

# Lunar Lander Game Plan

## CREATING THE GAME

Create the start screen, add instructions.

Create the game screen. Draw the background, rocket and moon surface separately.

Create the win and lose screen.

Build rocket with p5, add proper variables positions using let and const.

Create states, e.g. rocket crashed and rocket landed safely.

Create functions for the gameplay, which includes conditions for different states of the game. The game starts playing if the player clicks. The lose screen displays if the rocket crashes, else the rocket lands smoothly and the win screen is displayed.

## GAMEPLAY

The premise of Lunar Lander is to reach the moon's surface without crashing. To land safely the user must hold the thrusters when touching the surface.

The start screen gives clear instructions.

The player presses the DOWN ARROW key on the keyboard to fire the thrusters.

The rocket needs an equation for the acceleration of the rocket's descent:  $\text{acceleration} = \text{acceleration} + 0.1$