

Flying Firefighter

In my spaceship miniature game, I'm planning on swapping out the rocket for a firefighter who is using a fire extinguisher to fly to burning buildings to put them out. You will need to rotate the main character to steer him, and you only get a limited amount of fuel that you need to use to land on both burning buildings.

I'll naturally use the draw function to animate everything and control the time of the app. One function will be made for each of the elements in the game which will then be called within the draw function. These elements will include:

- Firefighter (main controllable character)
- Starting platform
- Finishing platforms (burning buildings)
- Fire (so that it can be summoned in different places)

Additionally, a variable called "gameState" will be used to switch between a start screen, the gameplay screen, and the result screen. The result screen will show the score you got as a player, and the score is calculated based on how quickly you put out the fires and how much fuel you have left.

