

The Game Planning

I will start with creating a function to randomly generate circles on the first screen.

I will add a "start" button to the first screen to be able to move to the second game which will be the game screen.

I will draw some graphics for the background like water, waves and a planet.

I will draw the shape of the spaceship and a base where the spaceship can land on.

I will create a function to control the movement of the spaceship with the arrow keys.

I will create a function to check if the spaceship has landed on the base successfully.

I will create a function to check if the spaceship has collided with an obstacle or run out of fuel.

I will display the fuel units so the player can see how much fuel he has.

When the spaceship landed or collided a text will be displayed to tell the player the results and the gravity will no longer be used

I will add a third screen to show the results.