Planning document

1. Design the rocket ship
2. Do the background (stars)
3. Do the landing area (the moon with the platform)
4. Do the velocity so the rocket ship goes up and down on a straight line
5. Add the speed so the rocket ship goes on the x-axel left to right
6. Add so that the game lands on the moon landing area using a boolean (false)
7. Add states to the game
8. Design the states
9. Add the states in the draw to make a functional game using keys
10. Set the states so you can win or lose using if or else statesment
11. The game is complete