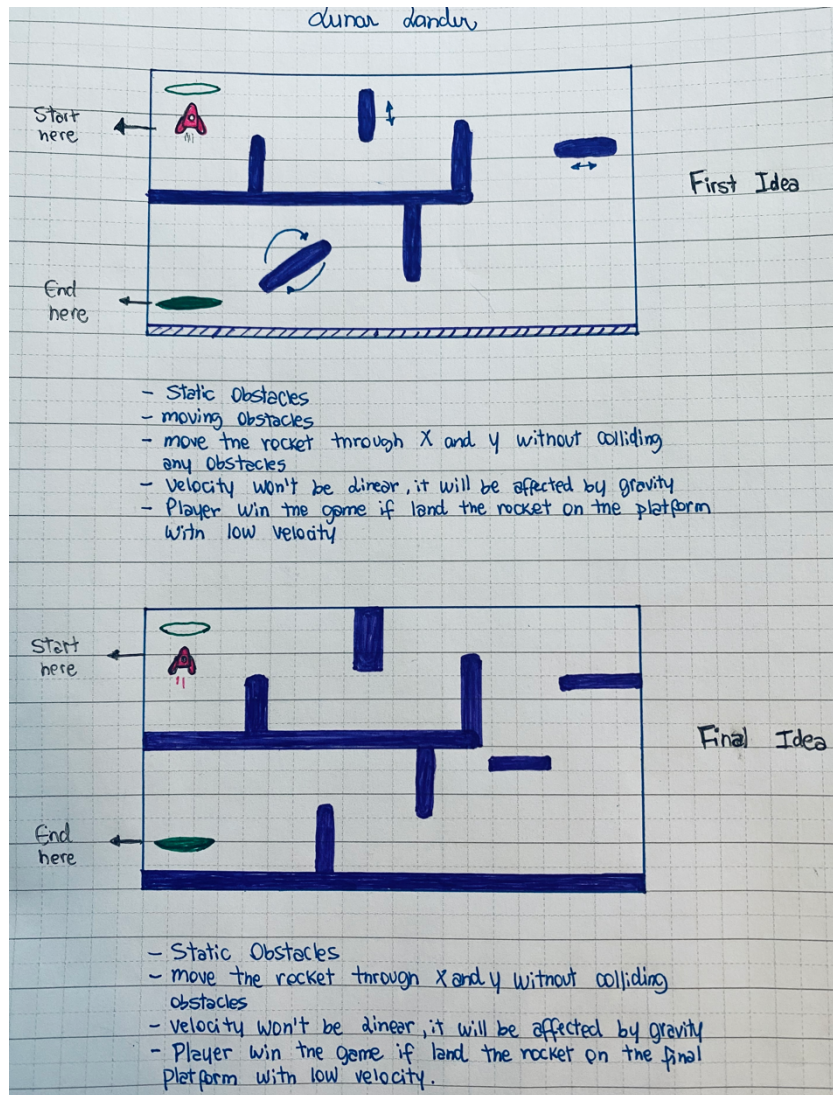# Lunar Lander Planning

The planning of the lunar lander game had one change regarding moving obstacles, which is shown on the drawing. The planning for the final idea will be:

- Start drawing the background.
- Draw the obstacles.
- Draw the platforms.
- Draw the rocket.
- Make the rocket move through X and Y with arrow keys, with gravity affecting the velocity.
- Make the collision mechanism on the obstacles. If the rocket hits any obstacle the player loses the game.
- Make the final platform the winning place. The player must land on the platform with low velocity. If the velocity is low the player wins, else the player loses.
- Draw the win screen.
- Draw the lose screen.
- Connect the screens and make it possible for the player to restart the game, whether from the win or lose screen.