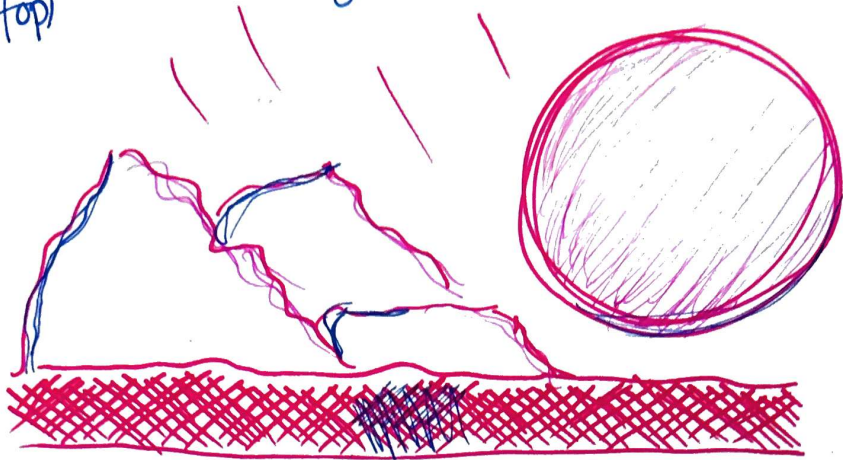
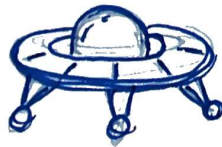


(top) Planning- Lunar Lander



Scenery.

← landing area.

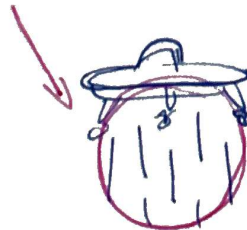


UFO/spacecraft



← key to control thrust.

+



should appear
when pushing
'space'.



Screen 1



Screen 2



Screen 3

Optional:

- fuel tank - I'll try!
- Score keeping
- X-thrust???
- fire when pushing 'space'. - yes!?

Buttons of game:

Start button = enter

Re-start button = enter

Thrust button = spacebar

Goal:

- Fall at certain speed/velocity.
- Don't run out of fuel (hopefully).