

Graphics

Step 1:

Make the character (R2-D2)

Step 2:

Make an alternative character (R2-D2) when he is flying (fire from the sides)

Step 3:

Make the space background (fill it black) and make stars as a function so I can place or generate stars.

Step 4:

Make the floor, probably just a small gray rectangle to fill the width

Step 5:

Make the Tie-Fighter (The obstacle)

Movement

Step 1:

Make R2-D2 always falling down towards the floor

Step 2:

Add "a counter movement" (up) to make the fall slower or even go up

Step 3:

Add rotation in the movement.

Step 4:

Make the TIE-Fighter moving from side to side and make it come back

Step 5:

Adjust the speed of falling, movement etc. by testing

Functions

Step 1: Make the R2 stop at the floor

Step 2: Make the R2 crash when hit the floor too fast

Step 3: Make an interaction between the TIE Fighter and the R2 result in crash

Step 4: Make you win the game if you land at a lower speed