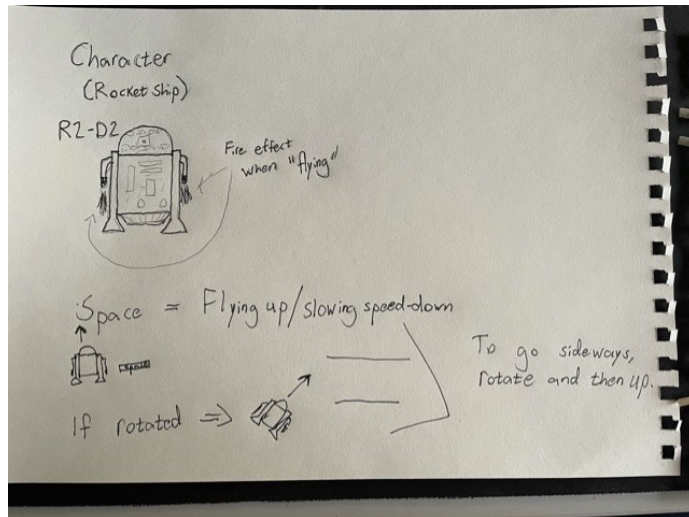
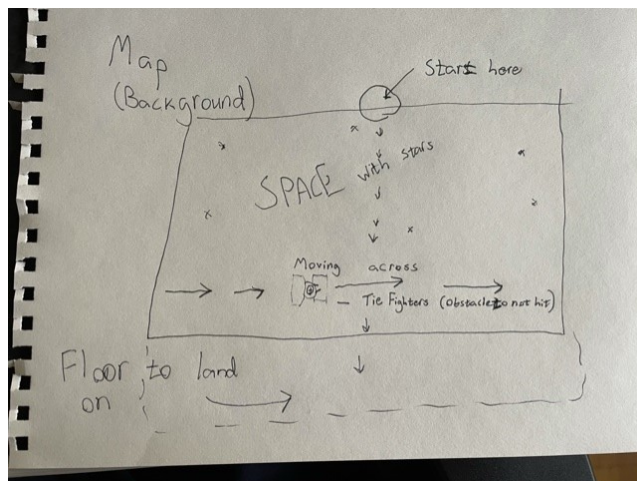


Lunar Lander Star Wars Theme



R2-D2 is the "rocket ship". It works similar to a rocket ship with having "fire" going down to fly up or slow down the fall (the gravity). To go sideways it will have to be rotated, but then it can't go up at the same time. It will always fly straight up compared to the body, not 2 ways at the same time.



The Background will be mostly a black space where the R2-D2 is falling down towards the ground. You will have to use R2's "rockets" to not land when having too much speed. That will be checked with a speed variable in the code that has to be below a specific number. There will also be obstacles going from left to right just a bit over the floor, if you crash (the two items interact) with them you lose. So you have to manage the speed while going down so you don't crash with them.

My plan is also to have different difficulty and for example for easy the obstacles will go pretty slow and for the hard level they go faster