

Base jumping Game (lunar lander)

Dude jumps from skyscraper and adjusts Speed by blowing air upwards (strong lungs)

1. Create game states

2. Draw background and scenery

3. Create Dude and animation for blowing air

4. Create speed/acceleration

5. Make dude slow down on click

If I have time

6. Create a bird that dude is not allowed to collide with

Done!

