

Project Overview

- Game Name: Lunar Lander
- Game Description: A game where the player controls a spacecraft that's about to land on the moon. The player must use thrusters to slow the ship down and avoid crashing into the surface. The game will have a start screen, a game screen, and a result screen.
- Target Audience: Casual gamers who enjoy challenging arcade-style games.

Game Mechanics

- The player controls the spacecraft using the space or down-arrow key to activate the thrusters.
- The player wins by successfully landing the spacecraft on the moon's surface with a low enough velocity.
- The player loses by crashing the spacecraft.

Implementation Details

- Start Screen: A simple screen with a "Start Game" on click.
- Game Screen: The main game screen, where the player controls the spacecraft and attempts to land safely on the moon's surface.
- Result Screen: A screen that displays the player's score and gives them the option to restart the game.
- Game Logic: The game will use physics-based game logic to calculate the spacecraft's velocity and position based on the thruster control and the gravity.
- User Input: The game will take user input using the space or down-arrow key to control the thrusters.

Timeline

- 1: Set up a development environment, create basic game architecture and screen designs.
- 2: Implement basic game mechanics, including spacecraft movement, thruster control, and collision detection.
- 3: Add graphics.
- 4: Test the game, make final adjustments, and submit.