# Lunar lander game plan

The starting page

* Create a starting page with info about how the game works and a start button.

The game page

* Create a background with a star sky. The stars should be in different sizes and have different brightness to them.
* Create the moon as the landing surface. The moon should cover the bottom half of the page.
* Create spaceship.
* Code velocity to the spaceship when it falls and configurate the space button to fly the spaceship.
* Add flames to the spaceship engine when the space button is pressed.
* Add the amount of speed the spaceship can land on the moon without crashing. If the landing is soft = you won the game, if not = you lost the game.
* If time: Add planets and a cat to the background to create a more interesting background for the game.

The end page

* Add text “You won” or “You crashed, try again”.
* Add a restart button.

A white board with writing on it

Description automatically generated with low confidence

I will start working on the graphics of the

game and then work on the game page.

I will focus on getting the velocity right

for the falling of the spaceship and then

work on the flying with the space key part.

After the game page works, I will move on

to the start and end pages.