Lunar Lander Game
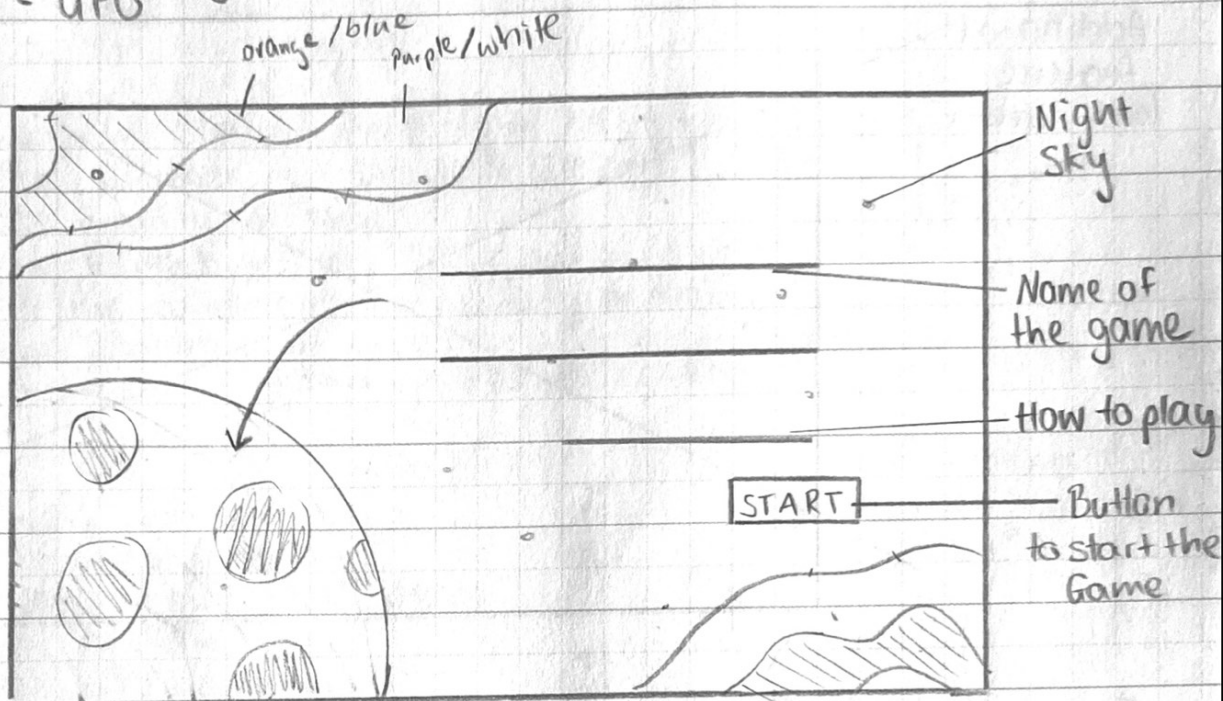
Criteria : ☐ control thrust with space or down key
           ☐ 3 different screens :
               ☐ start
               ☐ actual game
               ☐ result
           ☐ restart button
           ☐ visually appealing
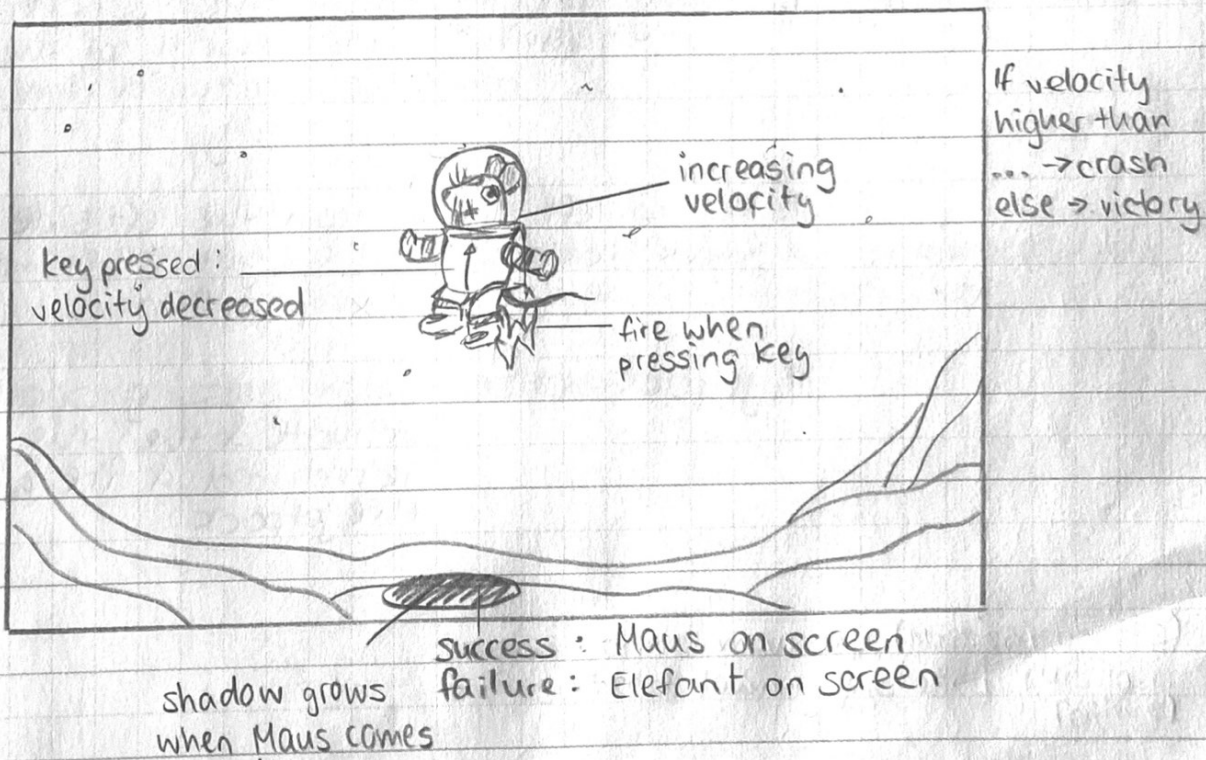
Additional feature → sticker from Garrit's Stickerbox ! ☐

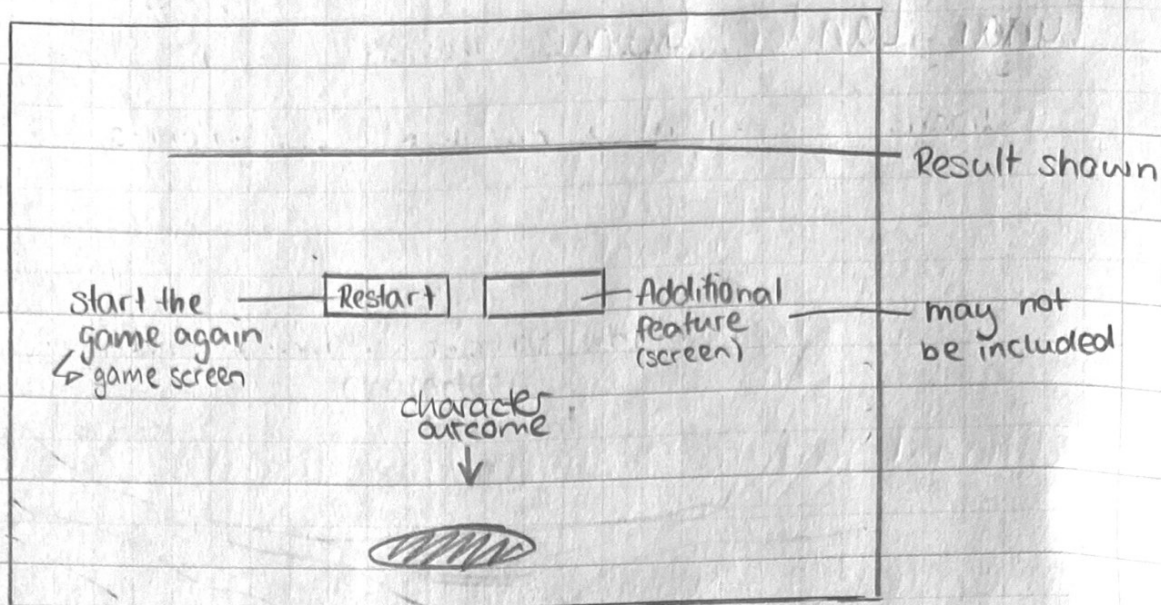Theme ideas : - Sendung mit der Maus → Maus mit JetPack ⬅
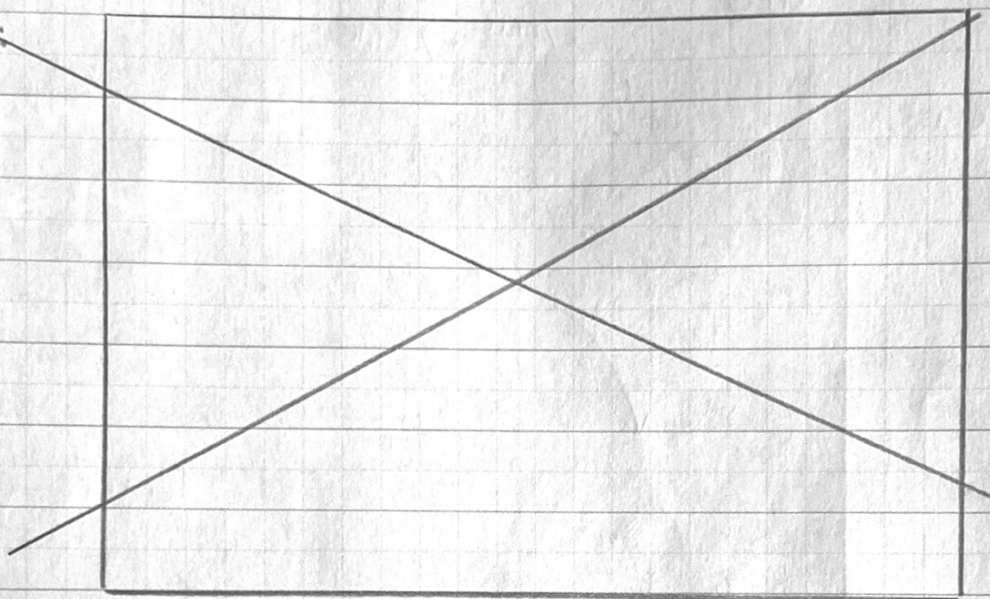   - UFO

Start Screen :

orange/blue   purple/white

Night Sky

Name of the game

How to play

START

Button to start the Game

The Game :

increasing velocity

key pressed : velocity decreased

fire when pressing key

If velocity higher than .... → crash
else → victory

shadow grows when Maus comes

success : Maus on screen
failure : Elefant on screen

Result:

Result shown

start the
game again
↳ game screen

Restart | | ← Additional feature (screen)

may not be included

character outcome
↓
ꙮꙮꙮ

Additional:
feature
(add. screen)

Explanations : I. Falling velocity : When the space key is pressed
                  (gravity)   the velocity of the falling object
                                  gets reduced & the object has less
                                  velocity

            II. Moving left → right : from the left side of the screen to
                ↳ check exercises   the right & then move back again
                                     x - position

            III. Jetpack thrust : when pressing space, thrust will
                                  activate & then the gravity speed will
                                  be reduced & fire will appear under
                                  the jetpack

just up & down

←moving to the left

Additional features in additional screen : - avoiding asteroids
- face of the Maus, when clicking a noise will come
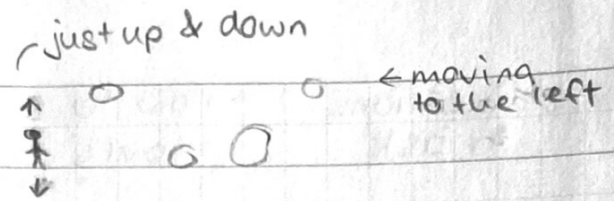
Additional features in game : - spinning Elefant to avoid when going down

STEPS : (game screen)
1. Make the Maus ☐
2. Make the Background ☐
(3. Draw the Elefant) ☐
(4. Make the Elefant move from left to right) ☐
5. Make a hitbox for Maus & Elefant * ☐
6. Make gravity for Maus ☐
7. Make jetpack power + fire out of jetpack ☐
8. Make the conditions for winning or losing ☐
9. Game starts only when first pressing space ☐
(10. connect end of game to result screen) ☐

* point-to-line distance formula

STEPS : (start screen)
1. Make a planet ☑
2. Make steamy things ☑
3. Make the night sky stars ☑
4. Make the Headline ☐
5. Make the explanation ☐
6. Make the start button ☐
7. Add Name of Maker ☐
8. connect screen to 2. screen ☐

STEPS : (result screen)
↓
2 screens ?
1. draw the two outcomes (character) → use characters → no added ones
2. add the headline of outcome
3. Add restart button
4. connect button to game screen
5.