Planning document for Lunar Lander game

Three stages

1. start screen
   - title of the game
   - short introduction on how to play
   - start button that starts the game play
2. game play
   - time limit
   - score kept
   - a basketball drops from the top of the frame and the goal is to smoothly land it through the hoop
     - ball has a spinning animation
     - balls dropping speed gets faster, which affects the spinning animation
     - ball can be controlled with arrow keys
     - you will only score if the landing is smooth, just letting it drop doesn't count
   - after time runs out move to score screen
3. score screen
   - show all time high score (local storage)
   - show the latest score made
   - possibly a lil animation on text
   - button to play again

Screen mockups

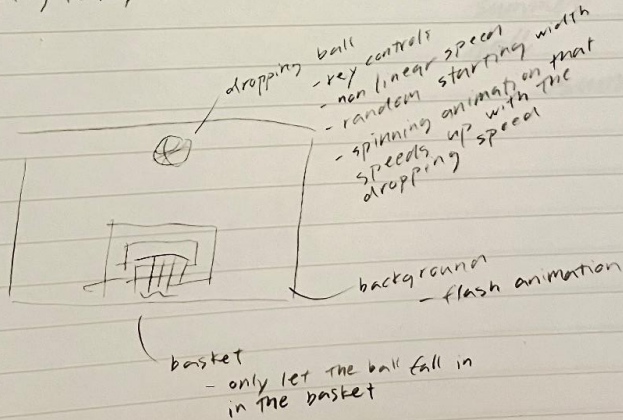| HOOP IT		HIGH SCORE:
START	SCORE TIMER 1 min SCORE	SCORE: PLAY AGAIN
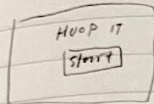
- simple title
- short instruction
- play button
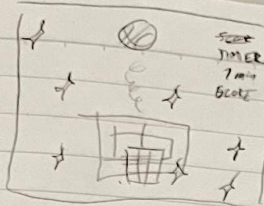
— 1 minute to make as many throws as possible

— score is kept
— timer is visible

— ball appears from random spot
— basket is at a random width

— ball has a spin animation

— speed increase closer to basket/the longer it drops

— ball is controlled with arrow keys

— background with animated camera flashes according to key hits
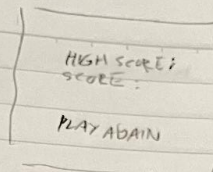
— ~~high~~ after timer runs out →
— high score is kept
— ~~you~~ players last score is visible
— option to play again
— spinning text animation on the scores

✦ magig basket ball ✦

ball

dropping ball
- key controls
- non linear speed
- random starting width
- spinning animation that speeds up with the dropping speed

background
— flash animation

basket
— only let the ball fall in in the basket