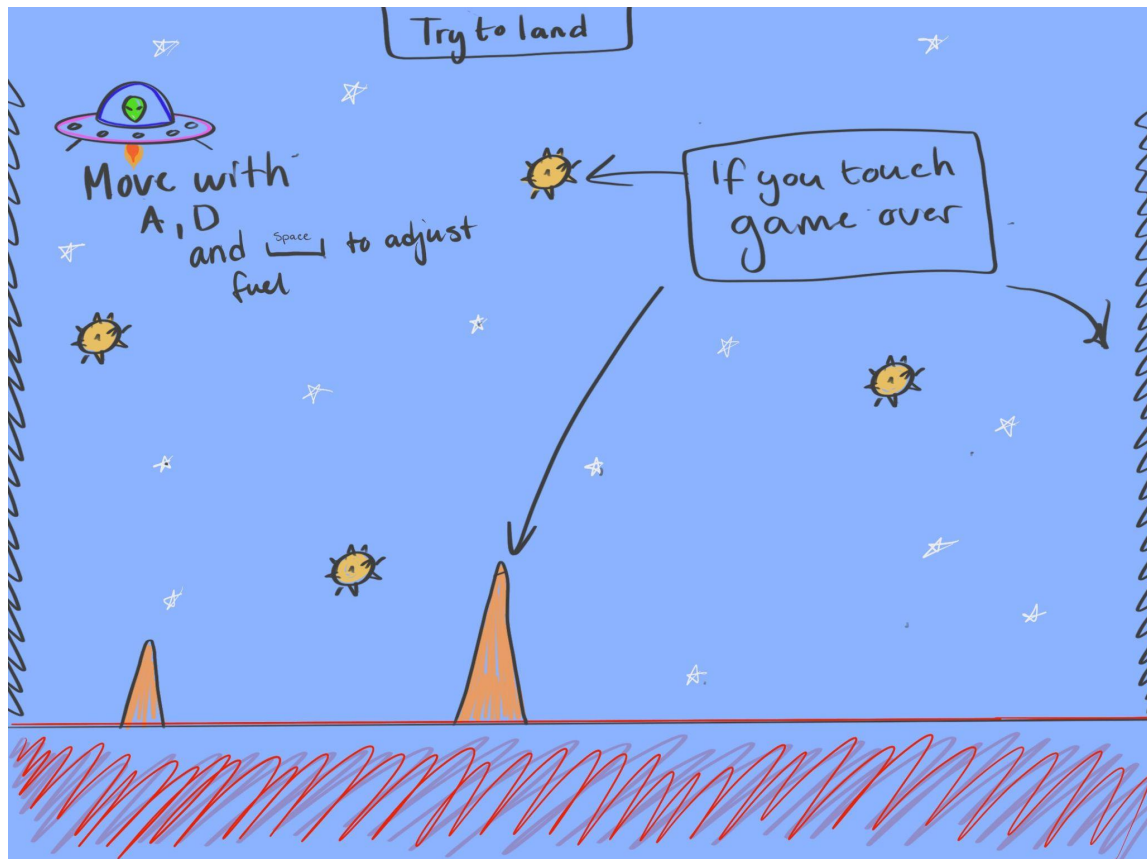


Space Adventure

The Alien is on a mission again, and this time he has to land on one of the planets. But he has to avoid the obstacles, while keeping the ship steady.

To move in my game you use A and D, which controls left and right. To adjust the fuel you press space. Other than that you also have to avoid obstacles that are randomly spawned in the beginning of the game. (See picture below).



The picture is the initial plan that I had. However some things change throughout the course. Instead of losing when you go too far to the left or right at the edge of the screen you simply cannot get further. There are also no obstacles to avoid on the ground/planet, you simply land. What stays the same is just the obstacles spread across the background.