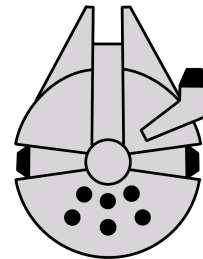


Lunar lander game planning

I am planning the game to be Star Wars based where you are supposed to land either one of the famous spaceships like the Falcon or maybe even R2D2.

I began by going through Pinterest and looking at different Star Wars spaceships, focusing on finding a relatively easy version to base my lunar lander on.

After finding a few different versions, I saved the images and added them to my Procreate app on my iPad. I wanted to put my own spin on them while also testing out different shapes and colors I would later use in the code, while also saving the hex codes for later use. I decided on the Falcon as spaceship and Mos Eisley as planet.



Start screen

- Start game button (yellow)
- Starry sky as background like the one Garrit showcases in the video.
- A quick rundown of the rules of the game underneath the title of the game (Star Wars quest) Ending it with "May the force be with you."
- I want the Star Wars theme song to play as you play and will have to try and find some code that could help me achieve this goal.

The actual game

- Starry sky as background like the one Garrit showcases in the video.
- Land the Falcon beside the town.

Result screen

- Starry sky as background like the one Garrit showcases in the video.
- Show text "You landed safely on Mos Eisley. Well done."
- Restart button to play the game again.
- Go back to menu butto