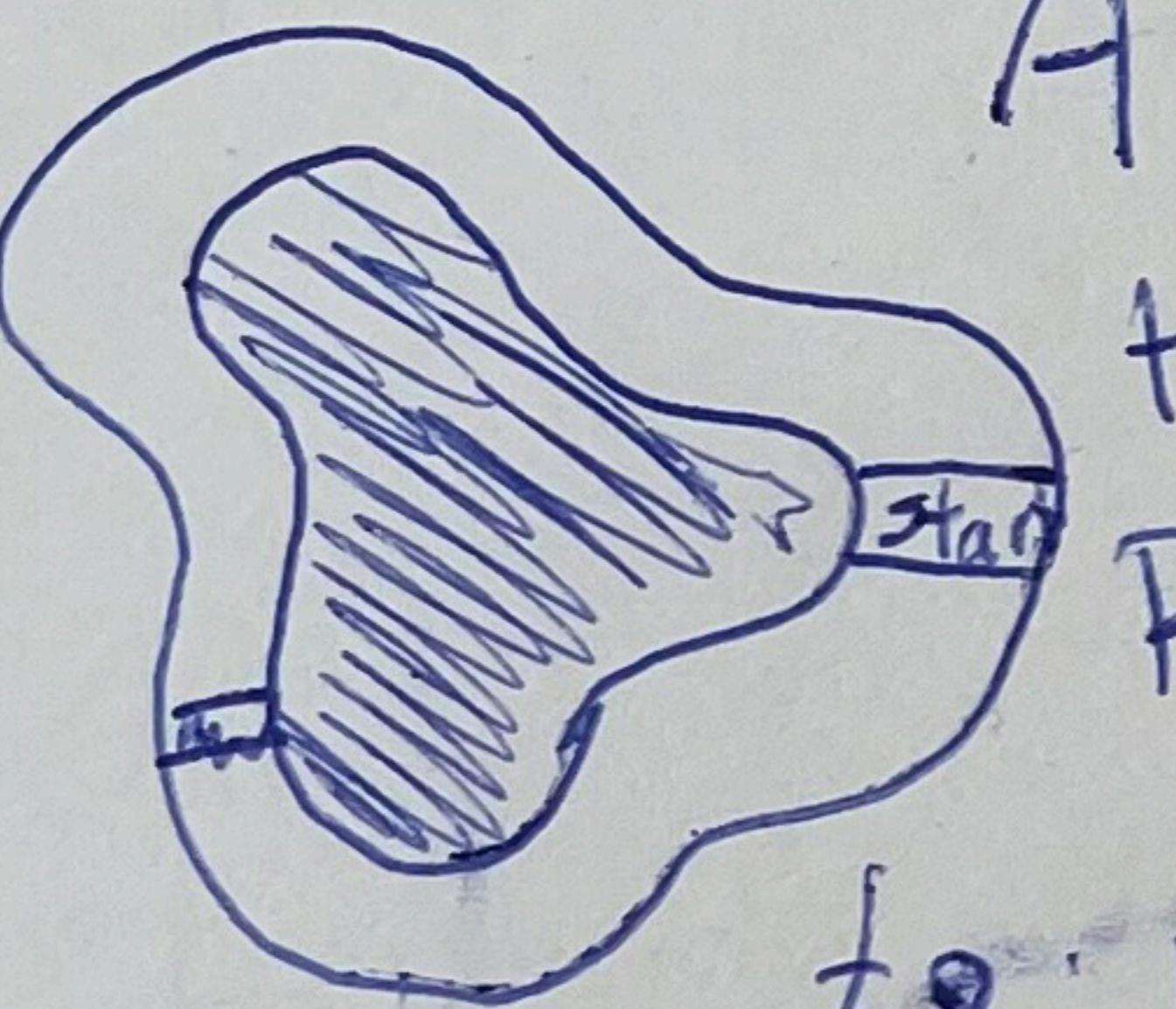


Isac
Gustavsson

Lunar Lander → Gone in 60
Parsecs.

PLAN!

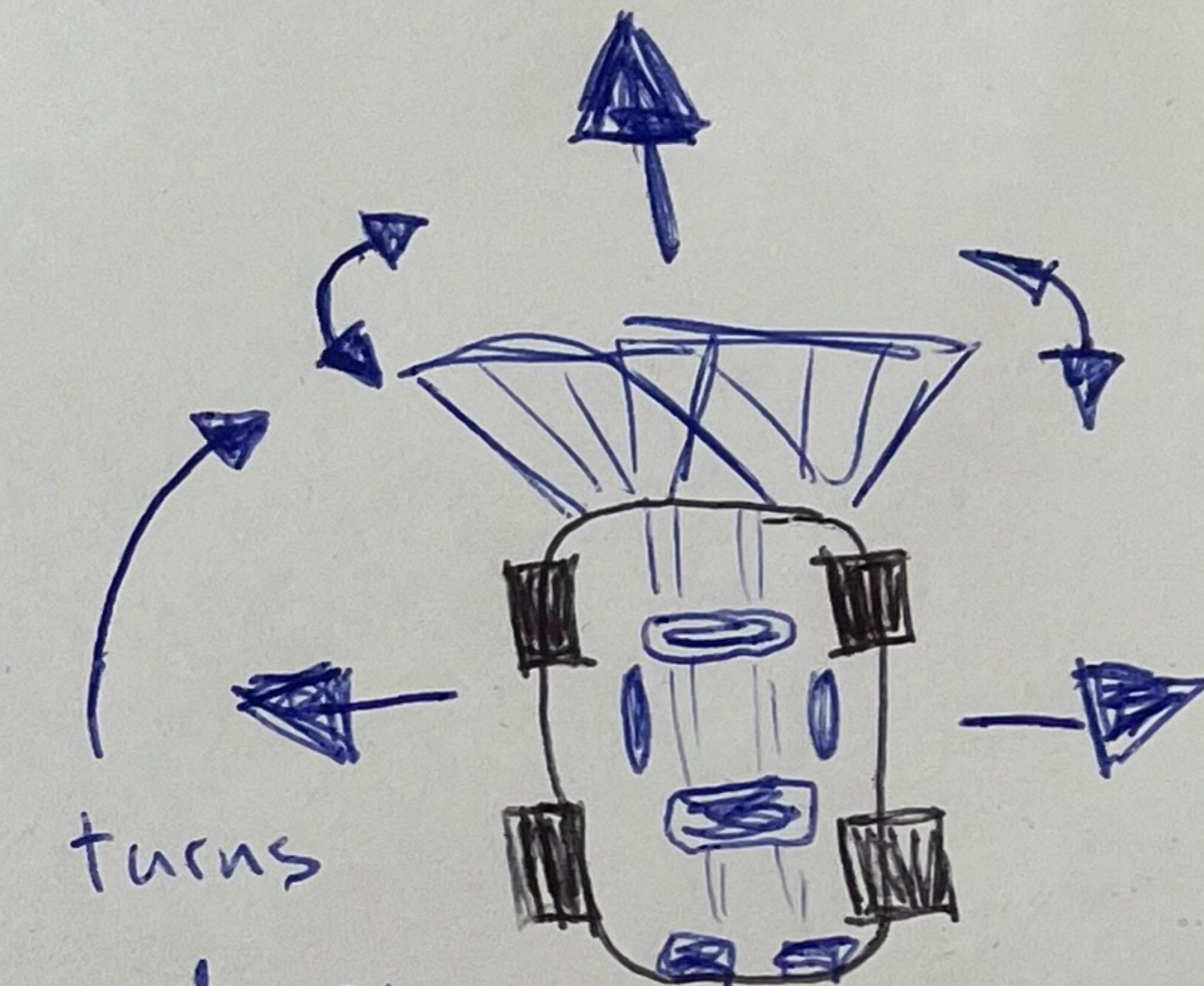


A Racetrack
that the
Player needs
to navigate.

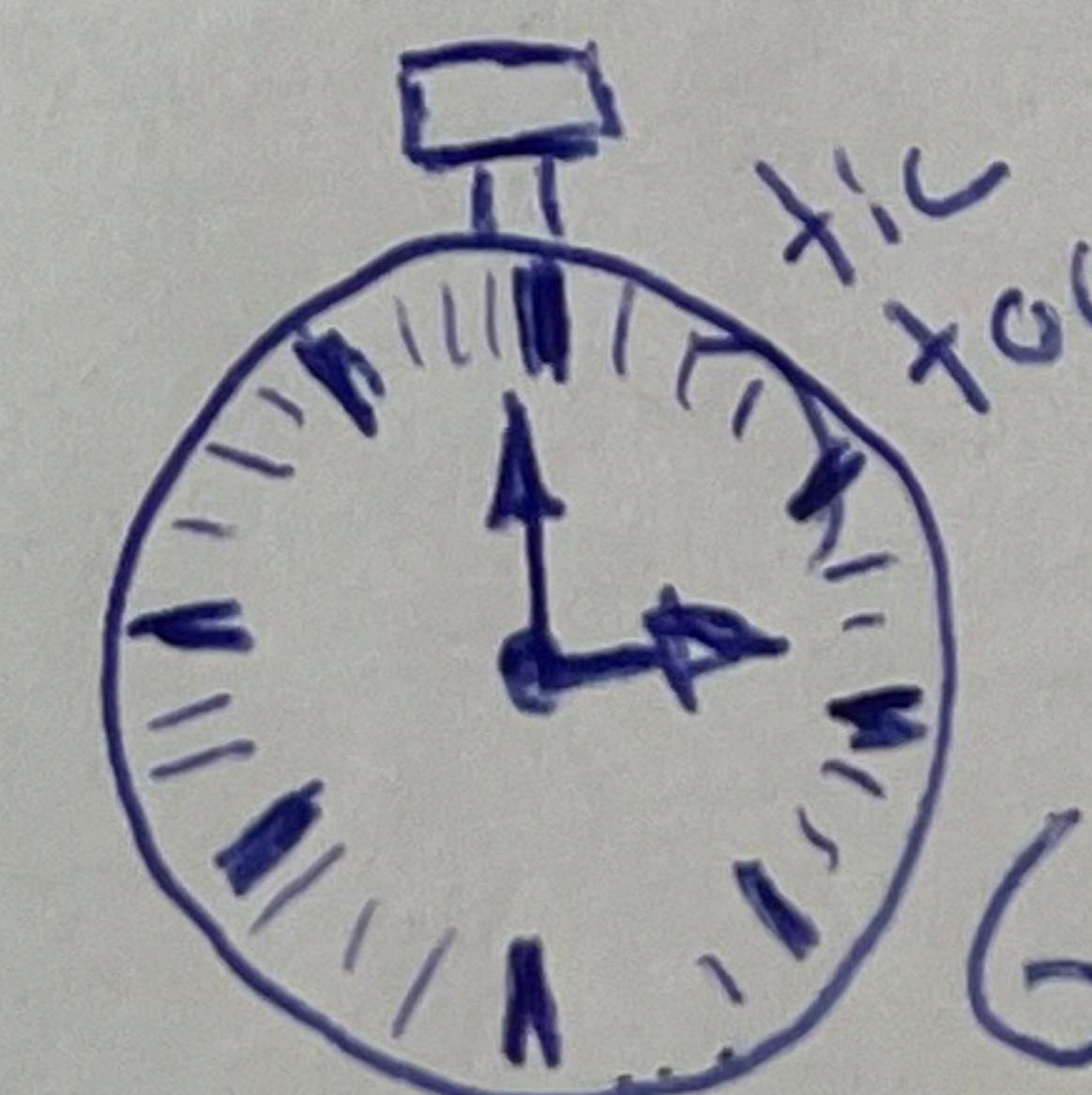
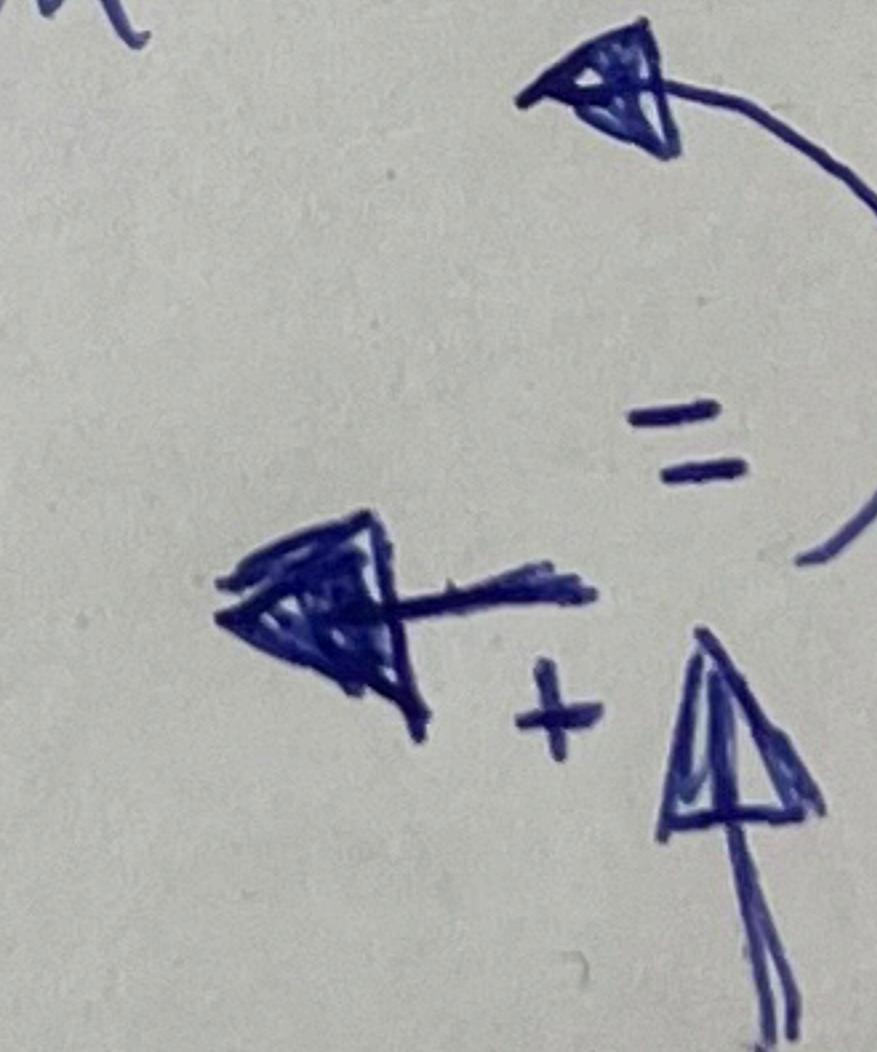
#21 Key objects that
will be scattered
around the map.

The Player needs to
pick up all in order to
win.

It turns
around on
it's center-
Point



A car that
Accelerates
and adds
directional
force.



A timer set on
60 sec. After 60s
Game Over.