

## Luna Lander Game Planning

1. Draw the rocket for the game.
2. Draw the landing ground/moon.
3. Draw background/space.
4. Draw thrust activation for the rocket/flames. (Stuck to the rocket)
5. Make rocket accelerate down.
6. Make spacebar trigger thrust and accelerate up.
7. Make start screen. "Press space to start" + instructions.
8. Make Lose screen, "dead try again" "Another Happy Landing" + "Play again".
9. When hitting ground too hard, losing screen, play again.
10. When hitting it gently, winning screen, play again.
11. Make animation for explosion/crash.

## If Time

1. Make landing platform on the moon.
2. Make Rocket go left and right.
3. Must land on platform + gentle landing to get winning screen.