

## UFO GAME PLANNING

### 1. create ufo

- white, small

create the version when you click on it (change colour, lines)

### 2. create the environment

- a. create canvas (800, 800)

- b. create the obstacles

- No 1: extending lines facing each other
- No 2: extending lines under each other

- c. create cows + cow holder

- d. create the scenery

### 3. make it move

- make the ufo move when you click
- make the obstacles move (each of them extending in the right direction)
- make the cow holder move after you earn a cow

4. detect when the ufo touches obstacles, borders - loose!

5. detect when it lands too hardly on a cow

6. detect when lands smoothly and earns a cow

8. create a start screen

9. create an end screen

10. changing between the screens