# Lunar Lander game

Idea

You play as a little blob-figure (with jetpack?)
trying to land on a leaf on water (blob can't swim).
If you don't land soft enough, the leaf will break
and blob will fall into the water. You press space to
go up. A shorter "tap" on space = shorter jump.

Additional ideas if time

The blob enters the screen on a floating cloud
(floating into the screen with blob on when
starting, then you make the blob jump off by
pressing spacebar.) If too difficult, make starting point
still (so a still cloud). Could also be several
leaves on water passing by and the blob has
to land on one of them - how to make the
water in between each leaf a "you-loose-zone"
if the x and y - positions always change?
Several leaves and landing alternatives could also
introduce left and right-movement for the blob.

what you need to make
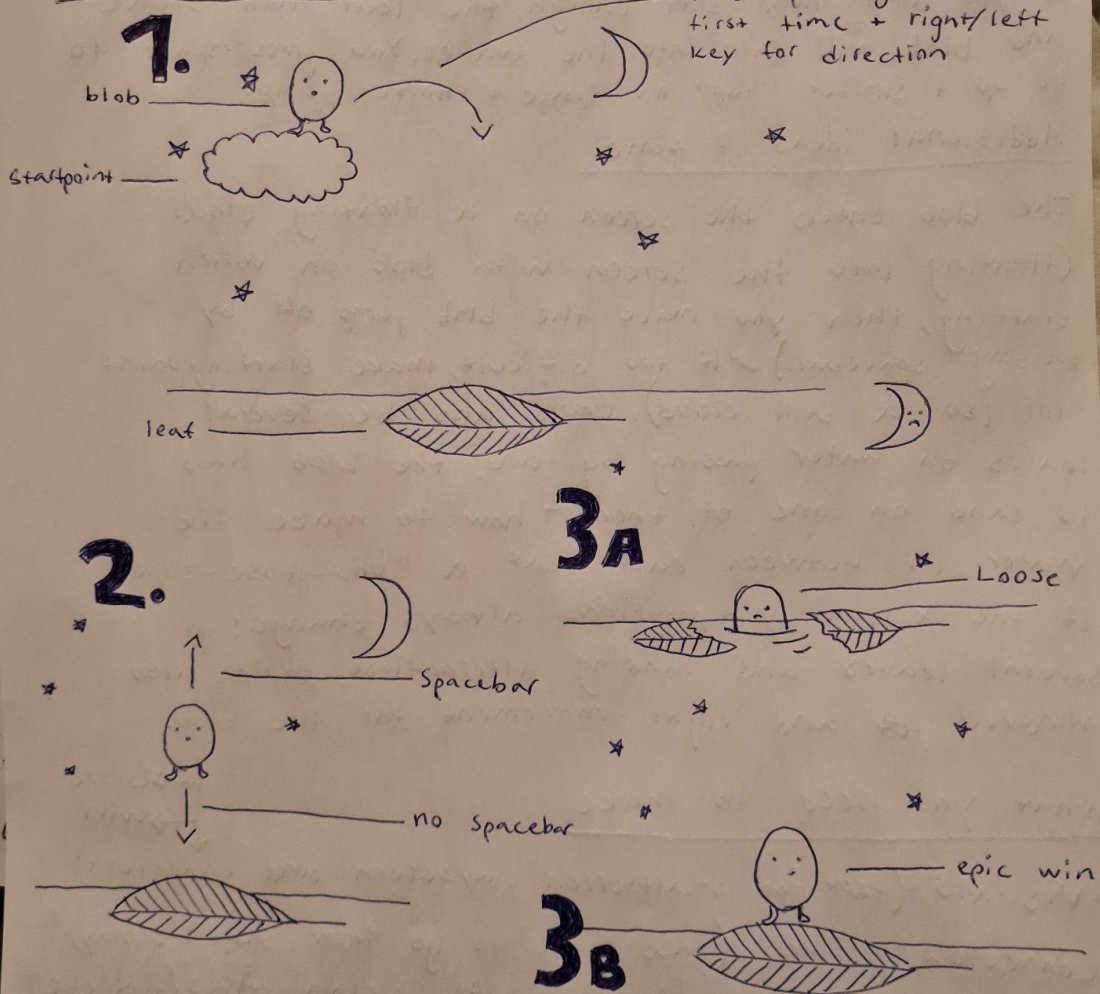
```
        →Loose
     ⌐
     ⌐
        →win
```

• Visuals (~~tot~~ for startscreen, playscreen and endscreen)
• Connected screens (press space to go from start → play,
"automatic" from play → end with certain values/time etc)
• Blob movement (up/down and velocity) with spacebar
• Starting/stopping point for blob ⟶
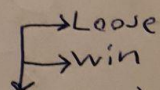
• Make leaf "cracking" animation (if blob is
at certain x and y point and velocity/speed is
anything except the "correct" one, also draw blob in
water
• Determine what values = win
• make spacebar function with left/right keys IF direction exists

P.S. start with background when doing visuals,
draw blob last

1.

blob _____

startpoint _____

when pressing spacebar
first time + right/left
key for direction

leaf _____

2.

_____ Spacebar

_____ no Spacebar

3A

_____ Loose

3B

_____ epic win

Steps

1. Make visuals for each screen and win/loose blob
2. Connect screens = make functions for buttons (start/restart etc)
3. Function for controlling blob movement + fire from jetpack
4. Starting/stopping points for blob
5. Broken leaf (if loose) "animation"/loop

If time

- moving startpoint (cloud)
- ~~moving~~ multiple moving leaves on water