

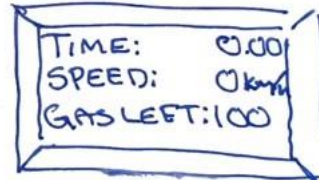
LUNAR LANDER

Plot: The lactose intolerant hippo have just been to the "Milkyway Milkbar" and had some Milkshakes. He built up some gas now and he needs help to land on his own moon

START SCREEN:

- Text to explain the game and how you move
- Button to click to start

The Game:



Burning meteors *Don't collide!*

controls:



moves right/left



gives more gas



jump



The GAME:

- You control hippo with $< \wedge > V$ keys
- You have gas as a thruster
- You start on one platform and land on another
- You need to avoid meteors
- You need to have low speed to land ex. under 30 km/h
- There is a °Timer °Speedrunner °Fuel left
- Hippo moves down by gravity ($y = y + 1$) (with acceleration)

How to win? you land on moon with a speed under 30
locate bottom of hippo and top of moon
if statements true \Rightarrow "win resultscreen"

How to loose? 1) you land on moon with a speed over 30
2) you get hit by meteor
3) you go out of screen

2 RESULTSSCREENS:

<u>WIN</u>	<u>LOOSE</u>
"You're a winner!"	"You're a loser...."
- Restart button	- Restart button
- Scoreboard? local storage	°Sad and Broken Hippo. °Rotating eyes slowly
°Confetti °Happy Hippo	(see video 08. move your emoji,
°Celebrating °Dancing	

* CHANGES IN THE END *

° Moving landing moon
and no limit on gas/fuel

- find screen ends x and
change the x movement
to negative?

```
x = x + 1 -----> if x > xscr  
                        byt hall  
screen  
end if { byt hall
```