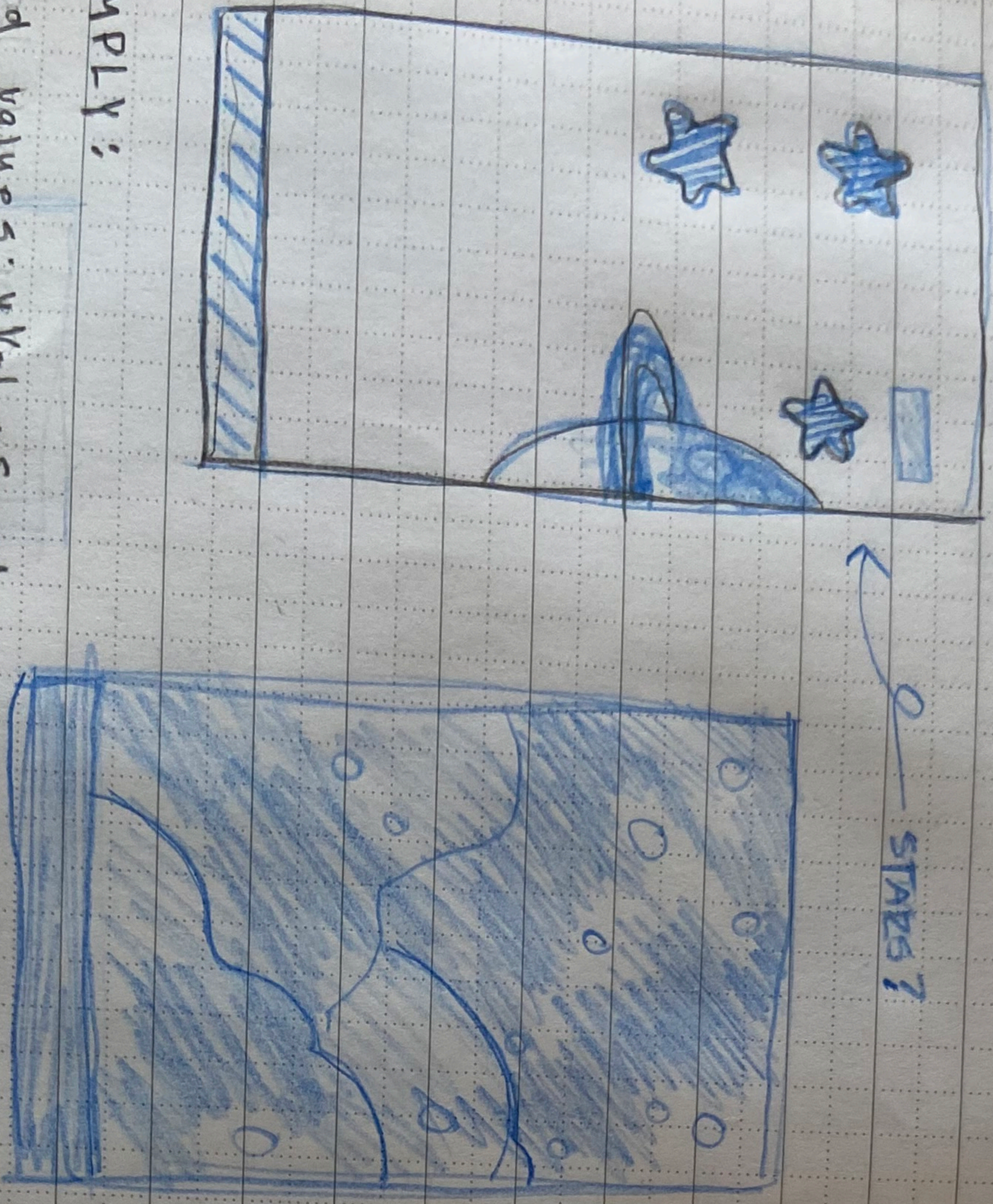


- o Two objects with collision ship and ground.
- o ship needs to fall and the velocity needs to be read
- o The velocity needs to be read for the collision
 - if (velocity >= 500) { "u lose" }
 - else if (velocity < 500) { "u win" }
- o With arrow down key take away velocity
- o New plan: check Y-Val inst of collision

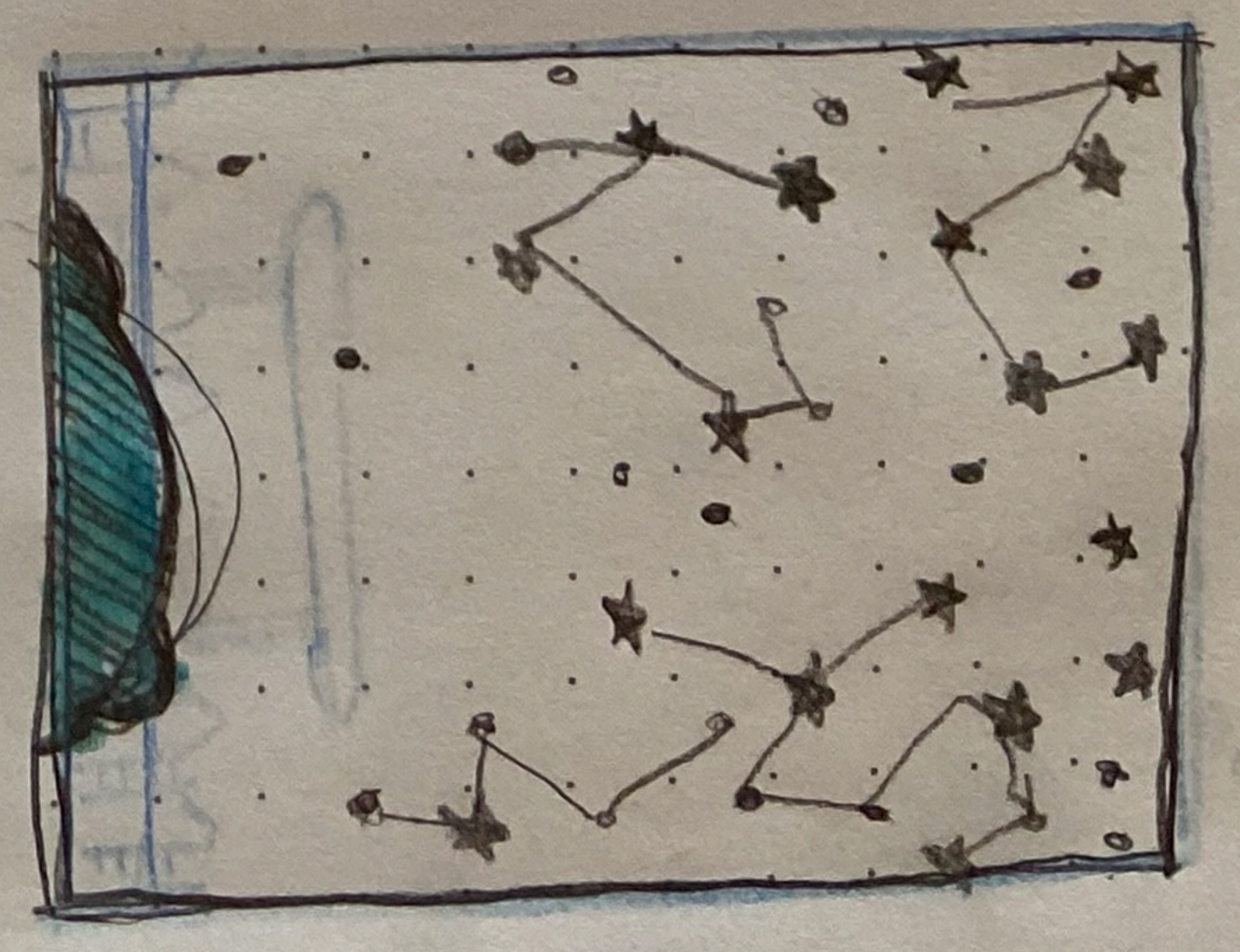
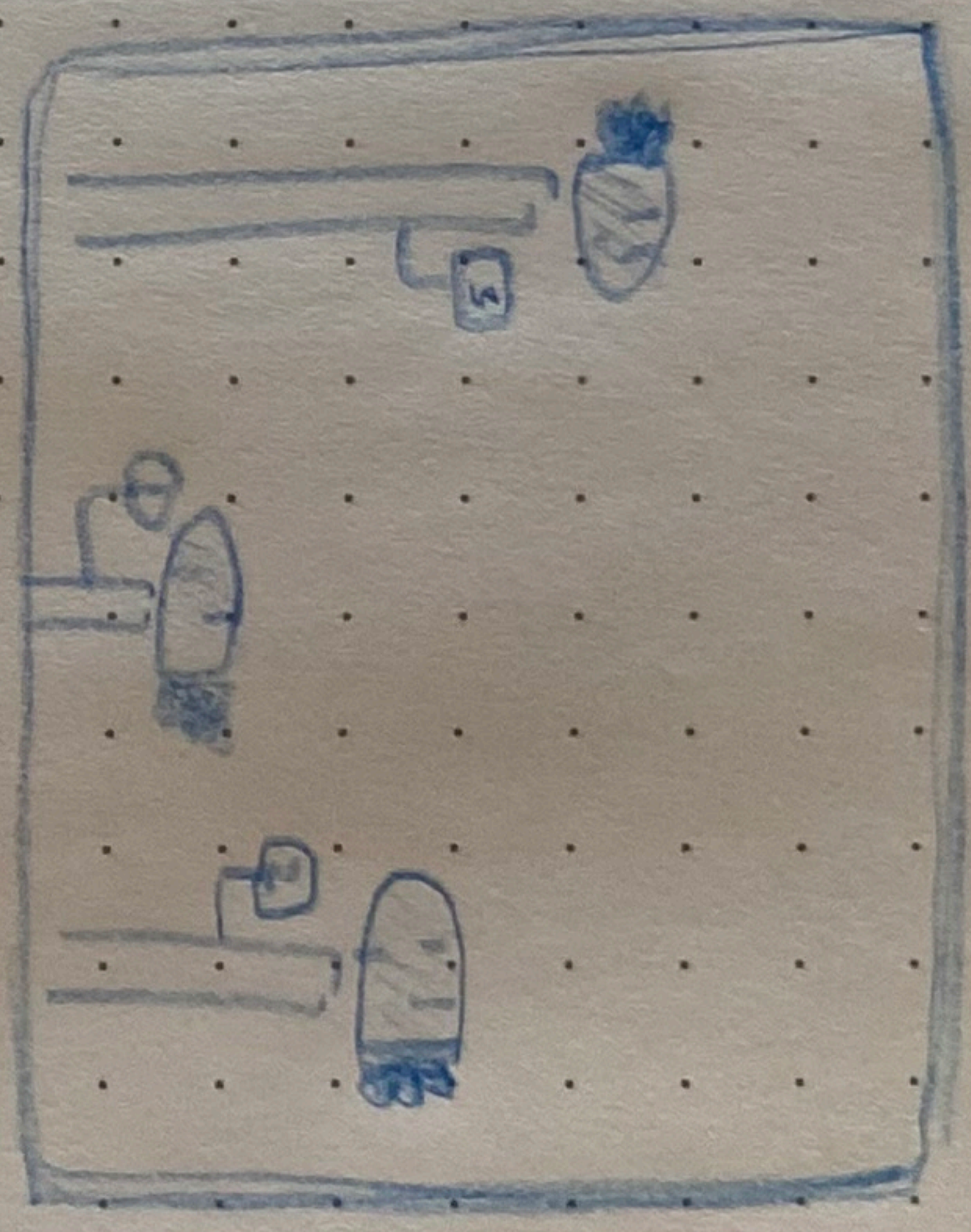


SIMPLY:

Read values: yVal, ySpeed
and FuelTank. Then use them in a "if" statement
where it checks all of them but they are
yVal >= 550

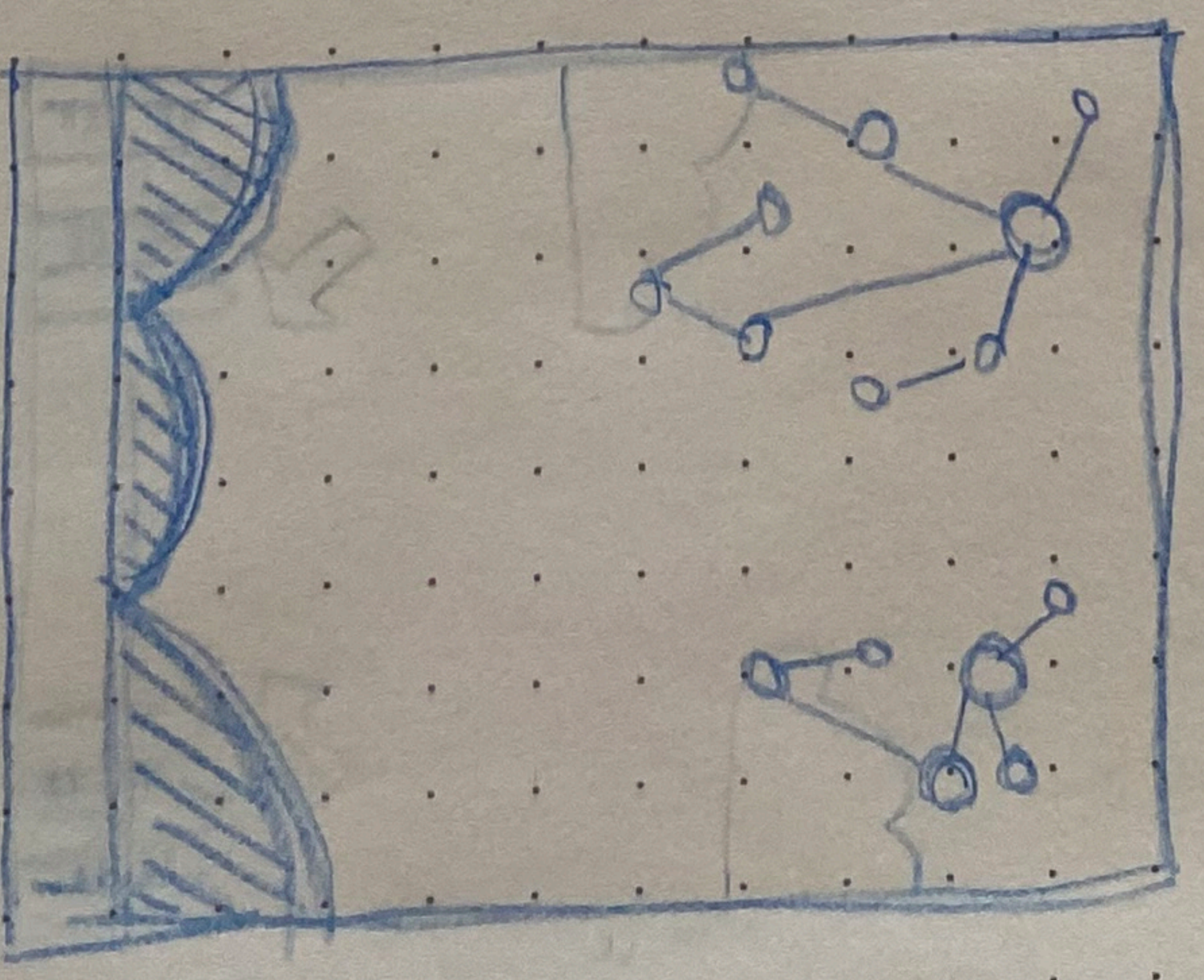
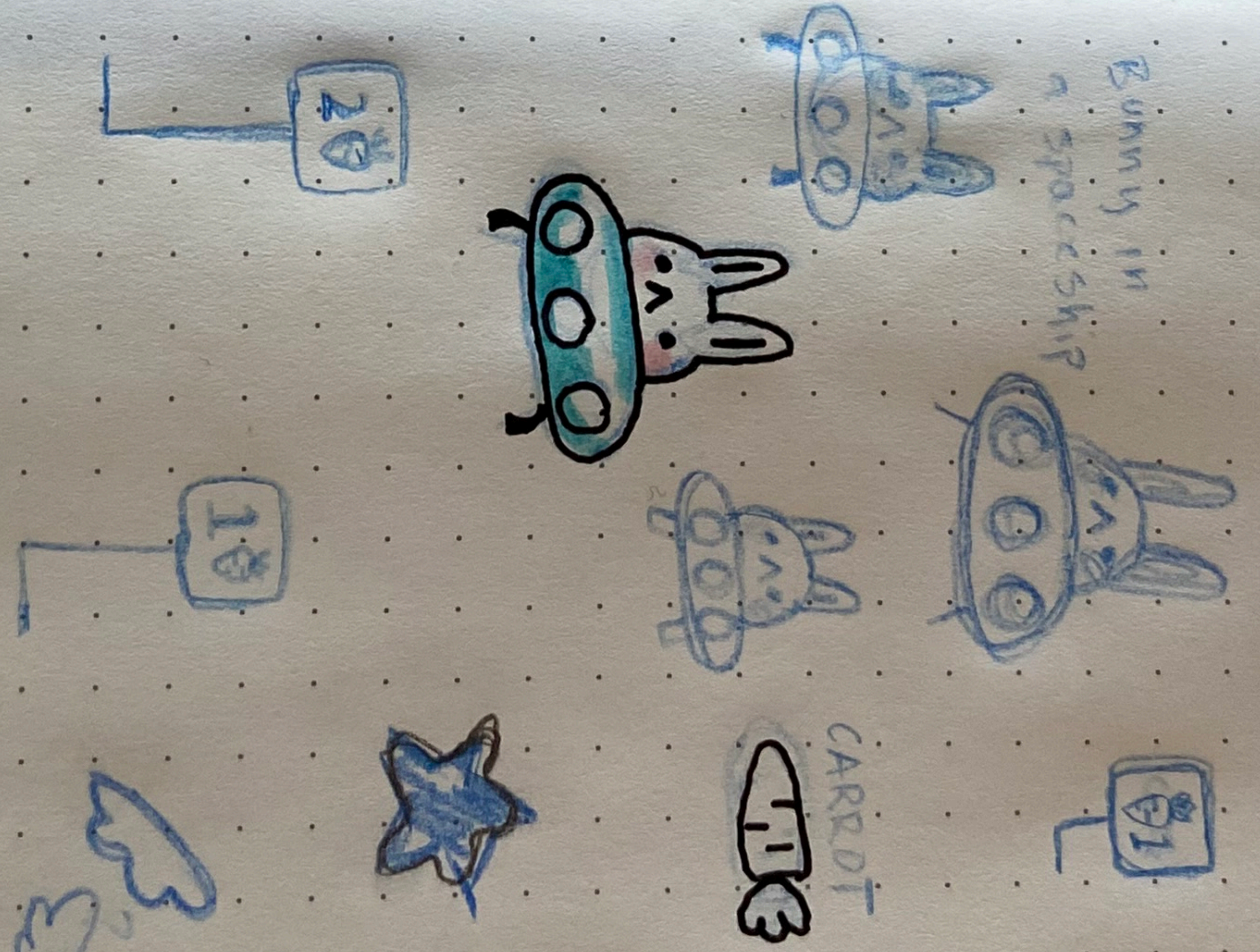
ySpeed <= 5 & fuelTank > 0 → win
ySpeed > 5 & fuelTank < 0 → lose

↑ not exactly but you get the point 'v'



Running in a spaceship

CARD



Two objects (ship and ground) and ship
Ship needs to fall: let velocity < 500 but also
fuel tank > 0
When velocity > 500 & fuel tank < 0
change the velocity with down arrow but
ground and ship
just pa