

Designing the Lunar Lander Game

Checklist during the process:

2023. March 7. 1:32

Lab Group - Lunar Lander

Steps

- ☐ Draw the background
- ☐ Draw the characters
- ☒ Moving with the keys
- ☒ Sharks teleporting back after touching the wall
- ☒ 3 stages of the game
- ☒ collisions
- ☒ End of game when ship touches the ground, sharks, jellyfishes
- ☒ Win if it lands smoothly
- ☒ Only on the landing area

Problems

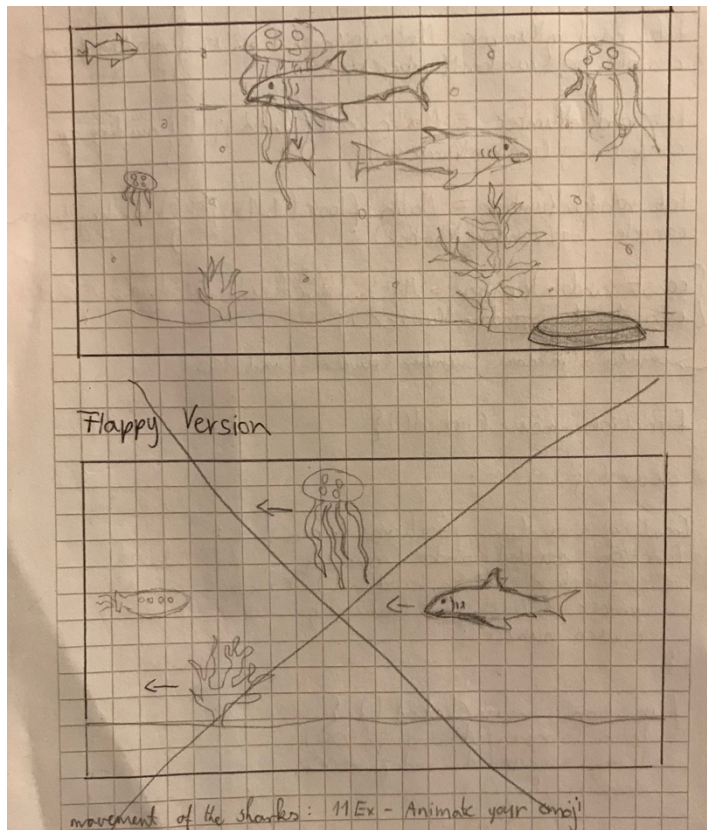
- ☒ I want my ship to start from a higher position
- ☒ Shen sharks swim out of the ship, the game stage returns
- ☒ Ship should start at the game stage
- ☒ Logical error - if the ship goes up, right-left keys move to the opposite direction
- ☒ Obstacles stay on the screen after winning/loosing
- ☒ Restart the game by clicking
- ☒ Is the 3 states okay?

Last tasks

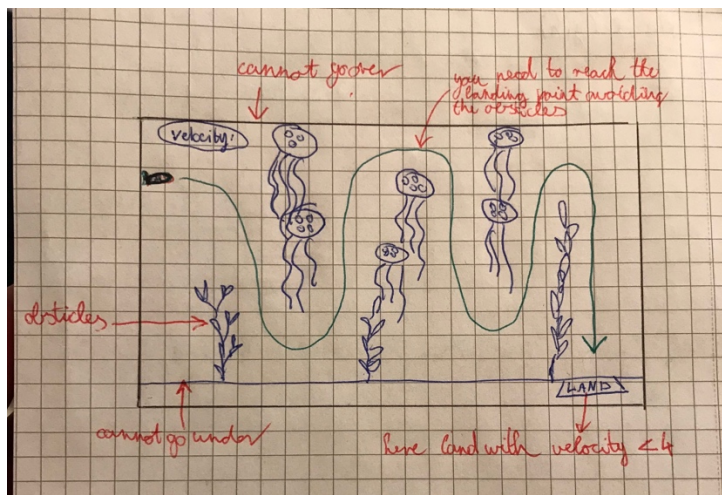
- ☒ Make the final looks/positions of the obstacles
- ☐ Adjust all collisions
- ☒ Add the colour of the water
- ☐ Format start, lose, win screen

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Some of the first sketches:



Draft of the final version:



Designing characters, counting some positions

