

Luna Lander planning.

1. Make the spaceship
2. Make the background
3. Make the alien and the planet
4. Make it go up and down with keys / Velocity
5. Make it go left and right with keys
6. Make a win and lose screen
7. Get to the lose screen when you don't land on the planet
8. Get to the win screen when you land on the planet
9. Connect the different screens with keys
10. Make sure that you landing is smooth on the planet, otherwise you get to the lose screen