

Bob Lander Game



I want to create a game where my character Bob is the main character! As a player, you have to help Bob to land safely with slow speed/velocity towards his mushroom - which is Bob's landing spot.

The game consists of a start page where Bob is seen, along with a button that you should be able to press, in order to start the game. It's important that you can't press anywhere on the screen to start the game - I will specify the x and y values for the button to work!

When the player press the button, you should move on to a game screen that should contain "Bob lander". As previously said, Bob must land safely on his mushroom with the help of you as a player. By pressing a button, the player should be able to slow down Bob's speed towards the mushroom. If the player succeed to help Bob land safely, a finished screen should appear on the screen - where it's written "GOOD JOB". However - if the player fails to help Bob land safely (the velocity is too high when Bob collides with the mushroom) - then the game should be GAME OVER! A game over screen should appear and the player should have the opportunity to try the game again.

In terms of color, I want to use rgb colors that gravitate toward pastels shades, as well as playful fonts such as Comic Sans. I also want to focus on making the code easy to navigate through.