

## Lunar Lander Planning

1. Make the UFO.
2. Make the background as space with stars.
3. Make the moon at the bottom.
4. Make the UFO move up and down with velocity and up and down key.
5. Make the UFO go left and right using keys.
6. Make different screens, Start screen, Game screen and Game over screen.
7. Fix that when you land on the moon a Win screen will appear.
8. Fix that when you miss the moon a Lose screen will appear.
9. Add so that you need to land slowly on to the moon, if not, you lose.
10. Make stars that you can collide with. If you collide with any of the stars, the Lose screen will appear.