

1. Set up files in directory with index.html, css, js.
2. Connect p5.min.js to run the game in the browser
3. Set canvas size to 1000 x 1000
4. Create a simple start screen with a Start Game button
5. Draw a background
6. Draw safe landing zones at the top of the screen
7. Create a player
8. Prevent the player from moving off-screen or the starting area
9. Create game lanes:
 - a. Bottom area: safe spawn zone
 - b. Middle lanes: roads with moving obstacles
 - c. Upper lanes: rivers with moving logs
 - d. Player stays on logs; falls/loses if not on one
10. Set game mechanics:
 - a. Player moves with arrow keys
 - b. Reaches safe zone at top to score point
 - c. Hit by obstacle or fall = lose a life
11. Display score and lives on screen during gameplay
12. Set win condition:
 - a. Player reaches the safe zone → show “You Won” screen
 - b. Include a Restart button
13. Set lose condition:
 - a. Player loses all lives → show “You Lose” screen
 - b. Include a Restart button
14. Restart button brings game back to start screen