

Planning for my lunar lander game

The point of the game is that you start with a spaceship in the air and must land it safely on the ground back to earth. Gravity pulls at your craft, adding an element of timing and finesse as you carefully manage the thrust to navigate its descent. You control the thrust of the ship by pressing the down arrow on your keyboard. If you land too fast you lose but if you land softly you win.

Background screen

Landing on earth with a sun and some clouds, perfectly blue air and a landing space that is black.

Spaceship movement

The spaceship starts from the top of the screen and is pulled down by gravity, there is only one option to navigate the ship and that is by using the down arrow on the keyboard.

Earth surface

Completely black

Functions

Start screen – press to play.

Game screen – the actual game.

Result screen – shows whether you won or lost the game.

I will also add a character inside the ship to make the game more characteristic.