

1. Creating a rocket model
2. Adding terrain
3. Rocket starting position
4. Rocket falling
5. Collisional terrain (the rocket stops there)
6. What happens when you hit the ground
7. Rocket propulsion mechanics only vertically
8. Drive mechanics divided into pages
9. Recognizing the speed of the rocket (how fast the rocket falls)
10. Collision with the terrain too quickly (crashing; faster than e.g. speed unit 10/ or winning if it is smaller)
11. Fuel (e.g. the starting value is 200 in the corner of the screen and when you click one of the arrows, the fuel drops by an example value per second)
12. When the fuel gauge is 50 or less, information (low fuel)
13. When the fuel level is 0, you cannot move the rocket
14. When you complete the level, a message will appear, e.g. click on the screen again to start the game and how much fuel you have left at the end
15. Varying the terrain
16. e.g. Random game starting locations