

Plan for Plant Lander game:

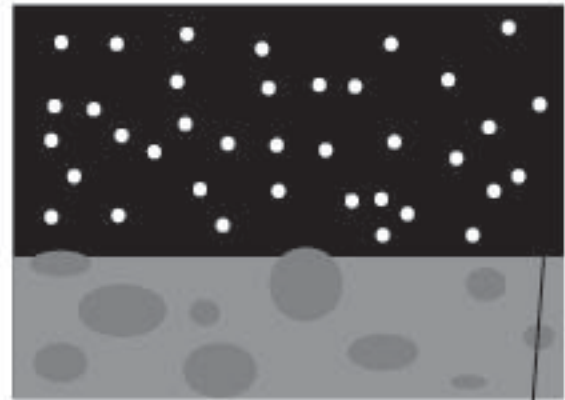
The character you are playing/flying



Its a green plant that is flying like a leaf and you have to put in to the ground gently/ as if you are planting it

- the plant will rotate from side to side so it looks like its floating

The background of the game



The background of the game is space, the plant is supposed to land on the moon

(Stars)



When you lose the game the plant dies by getting "x" shapes as eyes.

The plan:

1. do the background - black background with stars randomly then the moon.
2. do the plant guy
3. Add functions and game states for start, running game, ended game.
4. make the plant fly and rotate
5. make if statements for when you lose or win the game.
6. final styling for the text that pops up on the start screen, when you lose and win.