

Lunar Lander Planning:

Creating a lunar lander game in which a spacecraft is about to land on the moon. The game starts with a start screen with instructions of how to play the game and a play button. After clicking the play button, the game screen appears. In the game Screen, the game is designed in space. The spacecraft is moving towards the moon with high velocity. There are some obstacles (other orbits) moving in space. When the spacecraft lands on the moon a result screen appears. In the result screen, it has a play again button.

If the velocity of the spacecraft is higher and it hits the surface of the moon then the game will be over and a loose result screen displays and if the spacecraft collides with the obstacles then the game will be over. If the spacecraft lands on the moon with lower velocity than a win result screen appears.

Elements for game:

- start screen with play button and instructions
- Game screen
 - Spacecraft moves down due to high velocity
 - Spacecraft crashed on moon with high velocity
 - Obstacles moves to the left
 - Control the thruster with space key
 - Spacecraft lands when arrow down key pressed
 - Spacecraft collides with obstacle, then game over
- Result screen with play again button

Land the Rocket on Moon
Beware from Obstacles

