

# PLANNING DOCUMENT BUNNY LANDER

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## **What does my game do?**

Keywords - pink inflatable balloon, bunny, ground, acceleration, speed.

My lunar lander game will include my animal from a previous challenge we did during the course. It is a bunny that is holding a red balloon. My game has up controls, otherwise it is falling down (the same as a spaceship).

## **What are the main features/game mechanics?**

The game has a start, win and lose screen. Before playing the game you have to press a button in order to start it. Everytime you land, the round of the game will be finished, either a win or a loss.

The theme of the game is space, with a pink touch. A pink moon and balloon, with a white/pink-ish bunny.

The bunny and the balloon will start in the air, the velocity is set to positive on the y-axis in the beginning meaning it will fall automatically. The balloon will inflate when pushing the keyIsDown button for cool animation.

The goal is to use up-arrow or W to accelerate (move up) the bunny so it does not fall and land too hard on the ground. If you achieve a smooth landing, you will win the game, otherwise lose.

## **What are the main characters?**

The bunny and the red balloon are the main characters.

## **Why will it be awesome?**

It is a simplified version of a lunar lander game. It is awesome because it is a bit tricky to win it. Once you realize how to win, it will feel satisfying.

## PLANNING DATES BUNNY LANDER

23/1	Sketch of the game, lofi
29/1	Add background, set up, add bunny from my animal.js
30/1 - 7/2	Edit my animal, make it more realistic, rotate ears, body etc
10/2	Edit background
14/2	Add fonts, and add them into html + github
17/2	Start styling everything, make it look more appealing with colors, size etc.
19/2	Add helium, inflatable balloon and animation background, controls etc.
20/2	Publish to github pages, see that it works fine there.
21/2	Go through the code, make sure everything works fine, final adjustments if needed.
23/2	<b>DEADLINE</b>