

1. The aim of the game should be to land the lunar spacecraft on the moon
2. The velocity must not exceed 30 km/h during landing. If this happens a crash will occur

Step 1

Draw the background, the background should be a black background color with white dots as stars scattered across the background

Step 2

Draw the moon, the moon should be floating in the middle of space with loads of craters and rock on its surface

Step 3

Draw the spacecraft, It should be a normal vertical spacecraft with a glass dome at the top and landing gear at the bottom. It should be controlled by an alien

Step 4

Draw a flame animation which is connected to the spacecraft and is turned on when the player presses the spacebar

Step 5

Add gravity and velocity to the spacecraft, also add a speedometer to the corner of the screen

Step 6

Detect if the spacebar touches the moons surface and detect if it exceeded 30 km/h or not during landing

Step 7

Make a start menu where the user can press R for the rules, C for the controls and Enter to start the game

Step 8

Make a loss and win screen where the user can either restart the game by pressing enter or go back to the start menu by pressing ESC