

Lunar Lander plan

I will start to create the rocket with all its parts and put some nice color to it. Then I will try to make the rocket move vertically by adding velocity/speed and find some equation that makes the velocity not linear. After that i will make the speed depend on if the down arrow key is pressed or not. And if the velocity is too high at the bottom of the game the rocket will "crash". To land the rocket safely the velocity must be low. When all the mechanics are working I will start to do a start-page for the game where you can press a button or click with the mouse to start the game. If the rocket lands correctly there will be a victory-page and if the rocket crashes there will be a gameover-page. The game will be restartable if you win or lose. When everything is working I will make the game visually appealing.