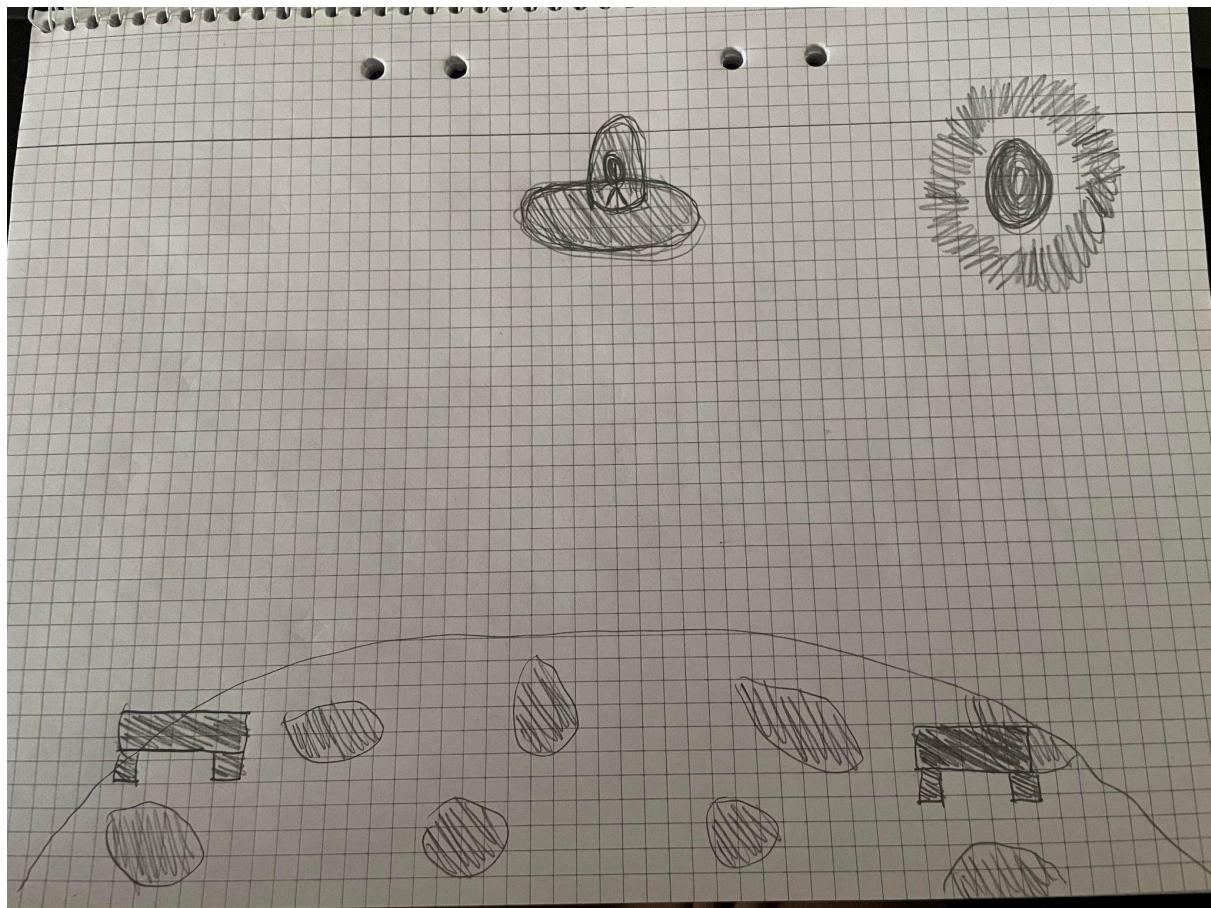


Lunar Lander Plan



Step 1: Create assets (UFO, moon, landing platforms, sun).

Step 2: Set up canvas.

Step 3: Make the UFO descend if not controlled.

Step 4: Make the UFO able to fly using the arrow keys.

Step 5: Detect where the UFO lands and at which speed, must land on either of the platforms at a slow speed to win. If landing anywhere else or at too high of a speed the player loses.

Step 6: Create start screen.

Step 7: Create a result screen displaying if the player managed to successfully land the UFO or not.