

LunarLander

- Creating a game where a spacecraft needs to land on the moon with the right velocity in order for it to not crash.

Rules:

- Control the spacecraft with the up and down thrusters to adjust the right velocity and to land it smoothly on the moon.
- If the velocity is too high then the spacecraft will crash.

Theme of the game:

- The colors and shapes used will be simple and modest in order to achieve a modern and minimalistic visual appearance.

1. The game will start with a start screen where you will need to click the button "START" to start the game.
2. Then the actual game will begin.
3. Lastly, depending on the player, if they win the screen will show "YOU WON" followed by a button for "RESTART GAME". If they lose, then the screen will show "GAME OVER" and again followed by a button for "RESTART GAME".

Order for building the game:

1. Creating a canvas
2. Drawing the background
3. Creating a "Start" button and adjust it that it takes you to the actual game when it is clicked
4. Drawing the spacecraft
5. Adding velocity to the spacecraft and make the velocity adjustable with the up and down thrusters
6. Add the last screens ("You won" and "Game Over")

Sketches:

LOGO

NEW GAME

START



LOGO

speed: 10



LOGO

YOU WON

RESTART



LOGO

GAME OVER

RESTART

