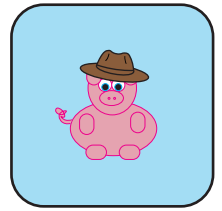


Planning for Lunar Lander Game

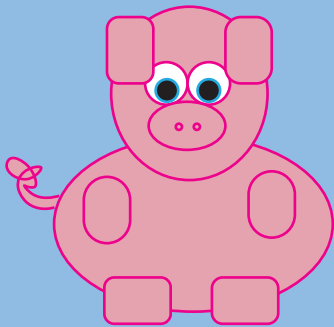
My game will be a pig who is coming from the sky down to the ground and who is supposed to land in the mud, if you succeed to land the pig it will get happy, if not and you fail the landing the pig will die.

I will make a easy sketch of the game 's design below:

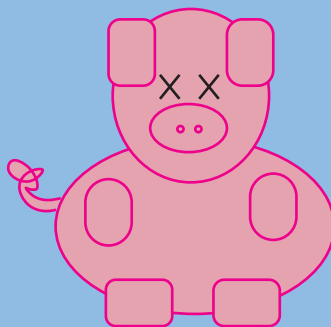


PIG POP

Animation for regular pig
while playing game



Animation for dead pig
if failing game



Animation for happy pig
when winning game

