

Lunar lander game plan

Erik Sandqvist

I want to make my lunar lander game a bit more complicated than the example in the provided video. I want it to have the same basics but I also want to be able to change the direction of the spacecraft and to have some marks to land on that give extra points to make it a bit more interesting.

I want the theme just to be space.

When you start up the game you will see a welcome screen that tells the instructions on how to play the game.

This is a light sketch on how the game will look when you play. It will have more details like more stars and a space rocket instead of an ufo.



The craters on the ground should give extra points if you manage to land on them. The smaller it is, the more points you get.

If you land with too high speed the game will be over and you will see a result screen, to play again you just have to click anywhere on the screen. I might also add places where you should not land at all just like the craters but something like rocks. And if you land on such a place the game will also be over but you will fail and get no points.

The points will be decided only by the place you land and if I find more time I might add fuel and if you run out of fuel you will fall free and crash. But if you manage to have a lot of fuel left when you have landed that will give you more points.