LUNAR LANDER - PLANNING

THE STARTER SCREEN:

- A cute starter screen (pink with some bunny implements - or clouds…).
- One start button.
- When clicking on the start button you will go to the actual game.

THE GAME:

- You are playing as a bunny on a spaceship that wants to land on the carrot planet.
- The game will be cute with pastel colours (mostly pink/green etc.).
- The space/background will be pink.
- The planet will be green with a couple of carrots on it.
- You will use the arrow buttons to steer the spaceship.
- Depending on if you succeed to land the spaceship or not - one out of the two screens will show up with the correct "info".

RESULT SCREEN/RESTART/RETRY:

- The game screen will probably be blurred with the text and buttons on top.
- There will be a text saying either "You Lost" or "You Won!" depending on if you succeed or not (the background may change into something darker if you lost – I'm not sure yet).
- Under the text there will be a button that says, "Play Again". When clicking the button you will restart the game.
- This screen (the text and button) will also be done in a cute style.

Things may change during though… ☺