

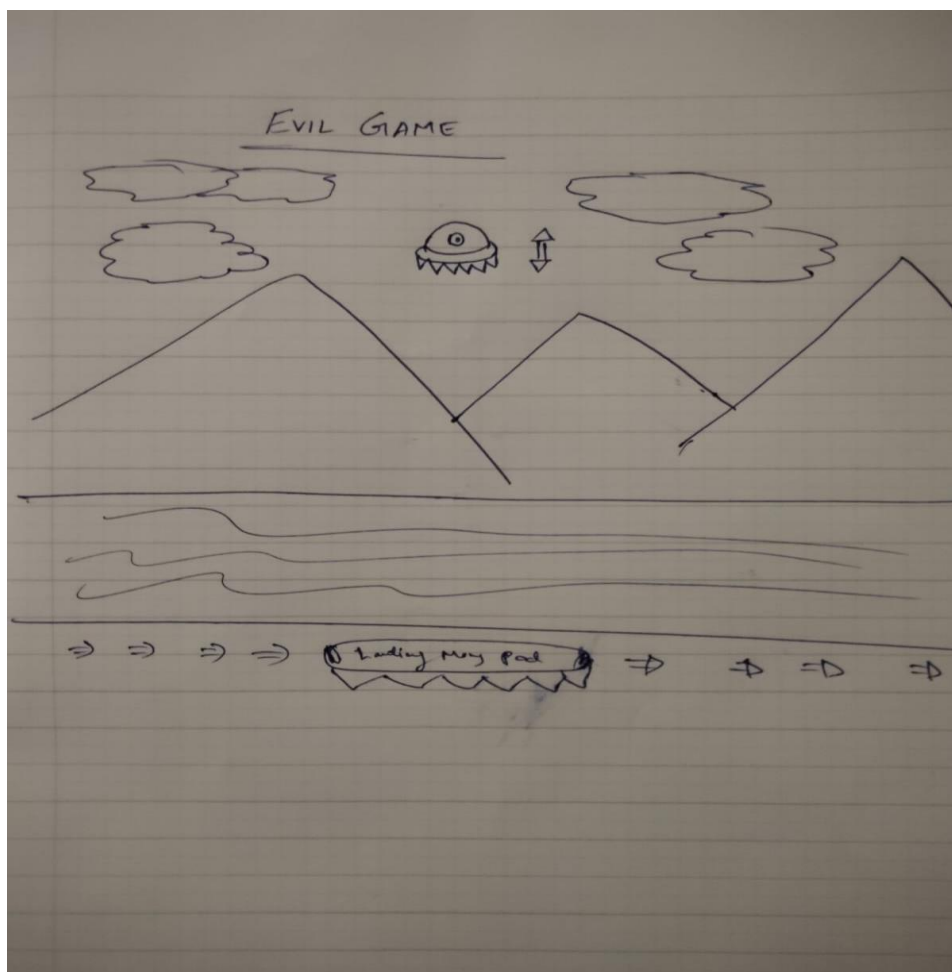
Evil Game Planning

It is a Evil Character which flies and needs to fall down in a slow motion as we have to control the movement and place it in a safe place in which there will be a moving landing pad in between we have to make control and land of it

In the initial stage of planning, I designed a character resembling an emoji but eventually settled on an evil character to align with the game's theme. Next, I worked on creating the background and defining the canvas screen size. After that, I focused on the game mechanics, such as controlling the character's movement, speed, velocity, and position. I initially designed a static landing pad for the character but later decided to make it more challenging by introducing a moving landing pad. This required adding controls to make the character fly upward, stay stable, and ultimately land successfully or fall off the pad, determining the game's outcome.

Following this, I created a start screen and a result screen. The start screen featured a **Start Game** button, and the result screen displayed a **Game Over** heading with comments like "**Landing Successful**" or "**Landing Failed**" based on the game result. Initially, the start screen only had a **Start Game** button to restart the game, but in the final stages, I added a "**Click to Begin**" comment on the start screen and a "**Click to Replay**" comment with a replay button on the result screen to improve the game play.

The simple rough sketch about my planning is given below:



Game Controls And Operations:

➤ Start Screen:

- On the start screen of the game, the player must click the **"Start Game"** button to begin the game.

➤ Game Start:

- After entering the game, the evil character falls down a restricted path.
- The player must control the character using:
 - **Mouse Left Click**, or
 - **Space Bar** (on the keyboard).

➤ Gameplay Objective:

- The objective is to land the character successfully on a **moving landing pad**.
- A successful landing wins the game.
- If the character misses the pad or lands incorrectly, the player loses.

➤ Result Screen:

- At the end of the game, the result screen displays:
 - "Game Over" with a status:
 - **"Landing Successful"** if the player wins, or
 - **"Landing Failed"** if the player loses.
- A message, **"Click to Replay,"** along with a **Replay Button**, is displayed.

➤ Replay Mechanism:

- Clicking the replay button takes the player back to the **Start Screen**.
- From the Start Screen, the player can play a new game by clicking the **"Start Game"** button.