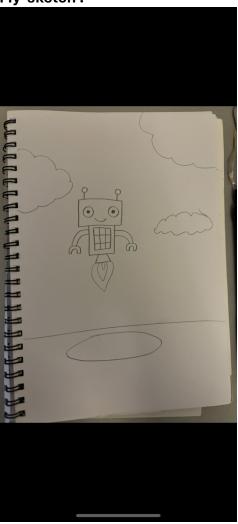# Plan :

My sketch :

Start screen :
- Should have the background or a similar background as the actual game
- It should have text that says "start" and maybe some rules
- When you press down the mouse you start the game

Game screen :
- The game background should have a blue sky, white clouds, green grass and a pink landing circle
- You play as a robot
- You should be able to move the robot in different directions (when you press the spacebar a flame should appear)
- There is gravity (velocity) so the robot falls unless press the space bar
- You should win if you land slowly in the circle, if you win you get to win screen
- If you land to fast or on the grass you lose, if you lose you get to lose screen

Win screen :
- Text "You win"
- "You can press to restart the game"

Lose screen :
- You lose
- "You can press to restart the game"