

GAME PLAN

My game is a girl with a jet pack trying to land on a small island surrounded by water.

Im starting with by using if statements to turn down the flame setting on the jetpack. So when the character moves up the fire is larger then when going down.

Secondly focusing on the mechanics of the up and down movement. Using velocity and gravity.

After im done with the actual animating i'll focus on the background of the game creating a landing platform, clouds and the surrounding water.

Lastly adding the "start screen

The actual game, A result screen."