Gun Game that uses recoil to keep gun in sky.

1. Create Gun shape with separate parts so they can move separately.
2. Create function that moves parts in an animation on mouse click, and back to start point:

    "if mouseclick move (part) (amount) then back to 0" or something

3. Add gravity and modify gravity if shooting.
4. Movement on X axis should be manipulated based on the angle of the gun when gun is shot.
5. To win the game you must slam into a target with all the momentum you can gain. If you are too slow or go out of bounds you fail.

Early gun example/test/sketch: