

Aladdin game plan

The character was created in previous assignment - Aladdin flying on the flying carpet.

As an opening screen, there will be **button** „Okay Aladdin, let ´s get Jasmine!“ to start the game by **clicking it** with a **mouse**.

Aladdin will be falling down , slowed down or even reversed by pressing **SPACE key**. There will be a **sandy ground** underneath for landing. When **he lands sucessfully**, there will be **sign** „Welcome to Agrabah. Prince up for Jasmine.“ If he crashes, there will be a cross on the land and a sign will show up – „Oh no! Jasmine will have to save herself now.“

There will be a **button to restart the game that goes to start screen**.

Steps:

1. Create start, game and result(loose/win) screens with graphics and buttons to start/restart
2. Add mechanics for downward movement (velocity) and acceleration when space is pressed into game screen as well as condition for win/loose with velocity value
3. Create mouse click function for clicking buttons
4. Add restart function to reset values to start again after result screens
5. Add draw function for switching between screens