Game plan

My Lunar Lander game features a unicorn gracefully landing on a beautiful, cotton candy-colored cloud. Players can control the unicorn using the space key, which releases a beautiful rainbow trail, allowing the unicorn to go down more gently. Additionally, the arrow keys enable the unicorn to glide effortlessly through the enchanting night sky, adding an extra layer of control to the game.

12.11
  - write the game plan to bring some structure into the planing
  - mechanics of the rainbow making it appear as the unicorn is slowed down

13.11
  - mechanics of the keyboard making it able to go up and down and left and right
  - velocity (creation all the variables that are needed)

14.11
  - background (creating a good background for my game)

15.11
  - making it able to switch between the three different screens
  - the start screen
  - making it able tell if the player won or lost by letting him know through the output

16.11
  - designing the result screen
  - making the game more automatic and structured

17.11
  - little changes