

My lunar landing game consists of the player trying to land ironman safely to the ground. He can move up and down. If he hits the ground too fast he dies, so the player needs to do it slowly to win.

There will be four states that the game moves in between, start-screen, game-screen, win-screen and lose-screen. I will make buttons that move you from different states. A start, play again and menu button. The backgrounds, theme and color for all states is inspired by iron man's suit.

This will be done between when we got the assignment till the deadline, if necessary.