

PLANING DOCUMENT

Lunar Lander Game - Milica Mandic

IDEA/ WALKTHROUGH

The game starts on the first screen with a short decription of the game "enter description" and a start button. When clicking the start button it takes the player to the "playing" screen. It is a starry background with a couple comets and a planet. On the bottom of the screen is a moon surface the alien ship has to land on with a specific speed to succeed the game. At the top is the alien ship that automatically starts descending. By pressing the space key, its speed decreases and gives the player the ability to safely land

FEATURES

1. Pressed space key moves the ship up by 2 points.
2. Start screen, playing screen and failed-repeat screen
3. A charachter- little green alien in a space ship

STORYBOARD

