Bunny Lander Planner

1. Rewatch the videos and view the assignments you've completed to get a refresher.
2. Make a cute background, but if it gets too difficult, then just keep it simple.
3. Let the same background remain whether you fail or succeed the game.
4. Make sure you're placing things in the right order, example, the whole functions of grass and clouds should be outside the draw function. Only the name of it should be inside once you've finished drawing them.
5. Make sure you're using the right operators (no == please).
6. Make a "Winner" screen.
7. Make a "Game Over screen.
8. Add a replay button to both.
9. If other assignments don't get in the way, maybe add a loop to the background or something?
10. Don't ragequit.