

# Game plan – Madicken jumping from roof

Madicken wants to try out if she can fly by jumping from a roof with an umbrella. The goal of the game is to land Madicken safely on the ground. If you crash, she will disappear under the umbrella and “die”. If you land smoothly, - you win!

1. Create the character
2. Create the background
3. Make functions for the different game screens
4. Make all the mechanics work

There will be:

- One start screen
- One game screen
- One “win” screen
- One “dead” screen

