

## **Lunar Lander Project Plan**

My plan to make the game is quite easy. First of all, my game theme is to make a rocket landing on the landing pad. In the first stage of the game, I would be working with the main logic of the game which is making my rocket move based on the keys pressed (Arrow keys).

The second stage would be working with various different things/logic of the game with different features like explosion particles, smoke particles, terrain, etc. Over here, I would write the code functions one by one and write the code for them accordingly.

In the final stage, I would be developing a start screen and an end screen. Over here, I would be using similar techniques like I used before to make them and finally publish my code to Github.