# Angel Lander

The Theme:

My theme will be an angel in training. The angel in training is now struggling to land. To slow down the trainee will try to flap their wings. The ground will be a soft cloud. If the trainee fails/crashes they will simply fall through the cloud. Layout as seen in the sketch above.

Changes:

Because of the canvas size/ratio that was chosen, I decided to remove the "teachers." This is because the game fits better in a slenderer screen, leaving no room for the extra visuals.