

Plan of Game

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- Character: I will use the helicopter I created previously as my character for this game.
- Title: The title of my game will be "Chopper Earth Landing". As the name suggests, it will be a game featuring a helicopter as the protagonist, simulating the helicopter's landing.
- Background: I will create a canvas of an appropriate size and select colors that I like as the background, while ensuring they fit the theme of the game. I will use blue to represent the sky and brown for the earth.
- Code Section: I will utilize functions, if statements, key inputs, and other programming elements to organize and implement the game's programming.