The Lunar Lander Game - Bird version

The player controls a bird and must land safely without breaking the branch of the tree. If that happens the player automatically loses and the bird dies.The key mechanics of the game are gravity, thrust control, landing.

There are three different screens in the game:

- Start Screen: Where the player sees the game title, presses the enter button and the game starts. On the main screen you see a text letting the player understand it is the starting page.
- Game Screen: The main gameplay screen where the bird is controlled.
- Result Screen: A screen that shows "Well done!!" or "You broke the branch!" with an option to restart the game. To restart the game you click on the screen.

Winning and Losing Conditions

- Winning: Landing safely with velocity below a threshold.
- Losing: Crashing due to high velocity .

My plan when working with the game:

12/11 - 13/11 Created my canvas, background and pasted my character from the previous assignment. Watched the videos of week 3 to understand how I can get help to create the mechanics for the Lunar Lander game.

13/11 - 15/11I started with the mechanics of the bird, the movement of going up and to the sides. I also learned to fix the velocityY so my bird falls down at a perfect speed to play.

15/11 - I was at the lab and asked questions about my game and presented it to the teacher assistant. I also created my github and set it up to commit, something that is new for me and took some time to understand.

16/11 - 18/11 - I worked a little bit with the different screens of my game and made them work when you either click or enter with the help from P5js. I used the "keyIsDown" and the mouseClicked.

19/11 - Spoke to Garrit, showed him my game and that it works.