

Plan for Football Lander Game

1. Game Idea

A football falls due to gravity, and the player must slow it down using the space bar to land it safely in the goal zone.

The game has three screens:

- Start screen (instructions to play).
- Game screen (play the game).
- End screen (win or lose).

2. Features

- Gravity makes the ball fall faster over time.
- The player can press the space bar to slow the ball down.
- The ball must land in the goal zone at a slow speed to win.

3. Steps to Build

1. **Setup:**
 - a. Create the canvas and set up variables for the ball, gravity, thrust, and game state.
2. **Game Screens:**
 - a. A start screen with instructions.
 - b. Game screen where the ball falls, and the player controls it.
 - c. End screen to show if the player wins or loses.
3. **Ball Physics:**
 - a. The ball falls with increasing speed (gravity).
 - b. Thrust to slow the ball when the space bar is pressed.
4. **Goal Zone:**
 - a. Goal zone.
 - b. Checking if the ball lands there softly to determine win or lose.
5. **Controls:**
 - a. ENTER to start or restart the game.
 - b. SPACE to control the ball.

4. Timeline

Step	Task	Time Needed
Step 1: Setup	Canvas, variables, basic visuals	1 hour
Step 2: Screens	Add start, play, and end screens	1 hour
Step 3: Physics	Gravity and thrust mechanics	2 hours
Step 4: Goal Zone	Win/lose conditions	1 hour