

Plan for First Game

STEPS:

Main Elements and Functionality

- Draw character
- Make character fall
- Use keyboard to stop the fall
- Draw diamond/landing space
- Use different Game States
- Move from page to page
- Set up Start page
- Button to play game
- Active game process
 - If soft landing (small speed) = win
 - If hard landing (big speed) = loose
- Results page (same buttons, 2 possible backgrounds if won or lost)
- Buttons for back to start or play again

Graphic Elements

- Design background (dark, museum-like, with transparent light beam)
- Design Start page
- (Design rules Page)
- Design results pages (win or loose)

**Experiment with additional features if I have time

(Make character move left to right)

(Make transparent light beam follow the character)

(Make diamond move left to right)

