

## Don't Nuke It - Game

The purpose of the game is to softly land a nuclear bomb so it doesn't detonate on a city. The game should have a "nuke cloud" that serves as a death screen and a starting screen that only will be visible when first opening the game..

First I will make all the elements for the game (except for the bomb of course).

- A city
- Clouds
- Nuke cloud
- Winning screen
- Losing screen
- Start screen - with the game title

Game logic

1. I will make the bomb fall down with acceleration with a multiplier to the bomb speed.
2. I will make the bomb "fly" up with if statements using a negative speed.
3. I will make losing and winning conditions for the bomb using if statements. The bomb's speed and position will determine if you win or lose.
4. I will make the game give a different screen depending on a win or a loss. The game should have the same restart button for a win or a loss.
5. I will make the start screen to only show in the beginning of the game