Game Planning Document

I will make a simple spaceship lander game. It will have mouse inputs to control the speed at which the ship travels up and down, might also want to see how horizontal travel implementation would work (not sure if that is going to be included in final project).

There will be simple animations for the rocket engine to show when its powered, most likely a flame to show that the rocket engine is on. Another graphical feature will be that I will try to make asteroids travel in the background of the game, as well as having some static stars in the background.

First thing is to make a spaceship "entity". This code will be retrieved from the previous character assignments.

Then there is the question of how to make the spaceship to travel differently depending on how the user interacts with the mouse.

After the controls are done some detail will be added to the background as mentioned in the beginning, some stars and traveling asteroids. As well as the flame coming from the rocket engine at the bottom of the spaceship (might be easier to do at the same time as the mouse controls are made, since it corelates to the mouse input).

Lastly there will be the question of adding horizontal spaceship travel or not, will decide at this point depending on time until completion and difficulty.