

Plan for my lunar lander game:

"Save the baby bird"

My vision for the lunar lander game is to make a slightly cracked egg that is falling down from the sky. It has to land in the nest on a branch safely. If the egg lands carefully, then the baby bird will get out of the egg. But if the egg doesn't land safely, then it will turn into a fried egg.

Plan for the coding part:

- Create a function for every screen (startScreen, gameScreen (which does not include the egg), resultScreenFailed, resultScreenSuccess)
- Create a different function for the egg
- Put everything together in a draw - / and mouseClicked function

