

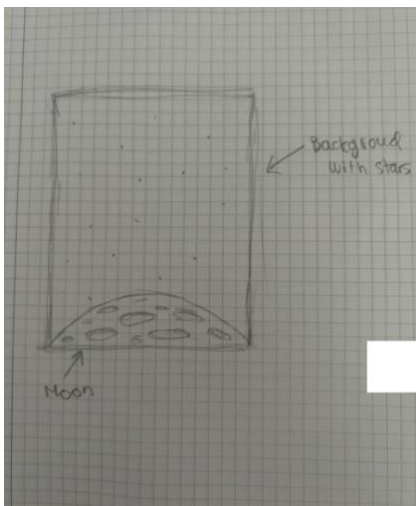
Planning my lunar lander game

The first thing I did was to start sketching out my alien with pen and paper, I will insert a picture of that.

I'm planning to do an easy game where you help the alien land safely on the moon. I am going to use Garrit's videos/ tutorials from the website and adapt them so they fit my plan for my game. The tutorials will mostly help me with the mechanics and logics of the game. My character will be done with what I have learned from the lectures, and I will probably take help from the teachers/ master students to get everything right.



Here is the picture of my alien. This is however my first sketch, I think I will change it a bit and add a little spaceship for him to sit in, I think that will be more visually appealing.



I have also done a sketch on the background which I will keep simple. I want to make a moon using bezierVertex and ellipses. I will also make a sky of stars using one of the tutorials from the website.

I think I will use the same screen as background for my start- and resultscreen and add text to them. Like I said, I want to keep it pretty simple since I think this is tricky.