

CROCO LANDER

PLAN:

Visuals:

- Blue background
- OBJECTS: crocodile character, clouds around, land, water
- Three game states: start, game, end.

Game mechanics:

- Crocodile falling and controlled by the space key.
- Land safely otherwise game fail.
- Land in water and game fail.
- Probably try to add movement to his tongue as I press space key but we will see if I manage.



Quick sketch: lol

