

Plan for Lunar Lander Game

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Game Theme: The game theme for my lunar lander game is a ladybug who's trying to land on a leaf.

Start Screen: The start screen should keep the theme of the ladybug, and therefore use colours like red, black, and white, with different saturation and brightness. There should be a name for the game and maybe a "rules" button.

Main Screen: There should be a big leaf which the ladybug is meant to land on. Might consider adding other leaves as decoration if it doesn't seem distracting for the main objective. The background should be of nature, maybe with some trees in the background and clouds floating by in the blue sky.

Results: I want to keep the results simple and cohesive with the other parts of the game. One should keep the colour theme of the *Start Screen* and the other the colour theme of the *Main Screen*. If the ladybug lands on the leaf in the right speed, they will win, but if it goes too fast or if they miss the leaf, they lose. There is some space for mistakes as the leaf will be about 100 pixels above the bottom of the screen.

Controls: The obvious control is the spacebar for moving upwards, but I may also add the left and right arrow keys for moving across the screen. When you press the spacebar the wings of the ladybug should open, to make it look like it's flying.