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New Media Design

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Submarine lander – Game plan

My game will be a submarine who is coming from the surface of the ocean, and it is supposed to land on the ocean bottom. If you succeed to land the submarine, the text "YOU WIN". If you fail the landing, the fishes will change color to black.

- Start to paste the code from my "make my character move" and after that try to make my character move up and down with help of the spacebar.
- Then I will make different screens. One start screen, where the text "Click to start" will be shown.
- Then a game screen, where the submarine will try to land on the bottom on the ocean, coming from the surface.
- Then a result screen, where it says either "You Win, click to play" or "Game Over, click to play again", depending on if you won or not.
- After having all the screens, make it work to click between them.
- Make it visual appealing.