

## **Planning for my game - Christmas theme**

Because it is near wintertime, I thought it would be fitting to make a lunar lander game with a Christmas theme. I thought it would be cute to have a tree trying to land in a pot beside a fireplace.

I will first watch the videos that were published on the website and then I will start with my different screens and how to click through my states. Thereafter I start with my background that will show throughout the whole game, in its own function.

Thereafter I will make my different state a little bit more pretty and also put in text in each state that will say for example "You lost" or "YOU WON!". Creating a `mouseClicked` will of course also be one of the first things I will do to make my clicking through the states possible.

I don't really have anything specific in mind when creating the background and decorations besides that I want my character, the Christmas tree, to fall from the top into a pot that sits beside a fireplace.