Planning for "Cat Lander" game

November 3

☐ The game theme is decided: Cat landing on a sofa

November 7

☐ The cat character is drawn

☐ The cat character is moving (stopping at a specific point)

November 11

☐ The code for the cat's falling mechanics is written

> *"The **velocity should not be linear** and you control the thrust of your spaceship with the **space key"***

November 13

☐ Different screens are created

    ☐ Start

    ☐ Game

    ☐ Win

    ☐ Lost

November 14

☐ Button codes are written, so that the player is able to change screens

    ☐ Start → Play

    ☐ Win → Play again or Menu (Start)

    ☐ Lost → Play again or Menu (Start)

November 18

☐ Writing the code for the different screens switching

☐ Button codes are put in place

☐ Writing velocity and falling

☐ Writing the determination of Win or Lost