PLANNING

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I decided to call my Lunar Lander game "Space Kitty". The purpose of the game is to safely land the cat on the moon by pressing space. The character inspiration came from the previous assignment: Draw your favourite animal. I wanted to stick with the cat design, so I kept its head and tail. I also kept the space theme because it fits Lunar Lander. I made the cat a jetpack to fly with.

Before planning/doing the game mechanics, I made the character (body, jetpack, helmet). When the game was almost finished, I decided to add emotions to the cat to match the game screens.

-character:

      -basic skin

      -flames

      -emotions depending on the screen (if I have the time)

-background:

      -moon

      -sky:

            -blue colour

            -randomly generated stars (They disappear, then new stars are generated)

                  -star object ("template")

-game mechanics:

      -game screens (game states):

            -menu

            -game

            -results:

-game over (if kitty dies)

-score (if the score<=12 kitty landed safely)

-Pressing space starts the game

-Pressing R restarts the game (values will also reset)

-Pressing M or esc takes you to the menu

-moving:

   -keyboard input

   -velocity/speed

   -fuel

-bars:

   -speed

   -fuel

-borders:

   -ceiling

   -floor (where the kitty lands)

-bounce (if the player crashes the ceiling)

-Character 11.15.

-Background 11.17.

-Physics + states final 11.19.

-Deadline 11.20.

-Plus thing: emotions to the states (cat skin changes)