***Planning a Lunar Lander Game in JavaScript***

***‘Leap of Frog’***

***Leap of Frog***

**Timetable / Schedule**

**November 12**

**Step 1:** Initial Planning Phase

* Create a storyboard for the game.
* Design main game screens (Start, Game, End).

**November 13 - 15**

**Step 2:** Make a sketch of how every screen or ‘state’ might look like

* Code the basic game structure (canvas, paddle, ball, and bricks). Such as the startScreen and resultScreeen, and the characters in the gameScreen

A screen shot of a computer program

Description automatically generated

**November 15 – November 17**

**Step 3:** Start coding

* Improve the game mechanics such as the character’s movement taking into account gravity, and certain keys
* Polish visuals (colors, animations).

**November 18 - November 19**

**Step 5:** Enhance

* Full game functionality complete.
* Final testing and debugging.

**November 20**

**Step 6:** Going live

* Visit my game on the website: <https://ju-nmd2024.github.io/fop-game-rike23fw/>

**Description**

***Leap of Frog:*** *Help a fearless frog make a daring leap down to a lily pad. Control the frog’s descent adjusting its speed and direction to ensure a gentle landing. If the frog lands too harshly, the lily pad will sink and it's game over.*

**Features**

* Moving the frog, controlled by the player.
* A lilypad where the frog should softly land

**Storyboards**

**Start Screen**: It should have elements such as the game title, all the needed buttons and a short instruction or introduction to how the game works.

**Gameplay Screen**: The game starts with a paddle at the bottom of the screen, one ball that bounces, and a certain amount of bricks at the top. With the score counting how many bricks have been destroyed displayed on the right corner.

**Result Screen**: Two possible options: “Game Over" or "You Win" text displayed with the final score.

**A “Play Again" button**

**Game Controls**

**Keyboard:**

Left Arrow (**←**) to move the frog to the left.

Right Arrow (**→**) to move the frog to the right.

Down Arrow (↓) to move the frog down.

Up Arrow (↑) to move the frog up.