Planets Game

Segments

The screen is divided in segments. Each segment has the height of ½ the screen height and the width of ½ the screen width. Each segment has as unit a coordinate.

(-1, 0)	(0, 0)
(-1, -1)	(0, -1)

The speed that the spaceship travels within the segments is set by a variable.

For example: the spaceship travels very slow in the segments of the background (Stars). In the segments of the planets the spaceship travels faster. The ratio of those two variables is set in one variable: `BACKGROUND_SPEED`.