**Title: Danger**

**Game Design Document**

**The Problem / Goal**

* I want to learn something (about space).
  + To learn something about our solar system.
* I want to challenge (feel superior to) someone!
  + To get the highest score on the scoreboard.
* I want to have fun.

**Concept & Rules**

* A “Fly a rocket to planets” game.
* ~~The player has a limited amount of fuel.~~
* The player has a score that can increase by picking up coins.
* Dodge obstacles.
* Reach the end of a map to go to the next.
* Finish all the maps to win.
* Player movement:
  + Press space to go up.
  + Can steer left and right by pressing keys.

**Requirements**

* The input will be:
  + A and D keys to steer.
  + ~~Escape to pause the game~~. (maybe)
  + Arrows and enter to control the buttons of the game.
  + Name to set the high score to. (maybe)

**Possible Future Ideas (The NO List)**

* ~~Make multiple language support.~~