**Title**

**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.
* Player movement:
  + Always going up.
  + Can go left and right by pressing keys.

**Requirements**

* The input will be:
  + Left and right keys to steer.
  + Escape to pause the game.
  + Mouse click to activate buttons of the menu.
  + Name to set the high score to.

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

* Make multiple language support.