

Lunar Lander — Game Plan

Chapter 1: Brief Idea

The aim of the game is to control falling of the apple from the tree. When apple lands smoothly on the bottom surface (grass), the player wins. If the apple falls too quickly, he/she controlling the apple fails.

Chapter 2: Aesthetics

The game is created in a cartoon-like style.

Start Screen

The start screen consists of a blue background, a welcome note that points the user to starting a game and white clouds that move infinitely in the background.

Game Screen

The graphics include: the tree, (moving) clouds, grass and apples.

Results Screen

Results screen will include the graphics similar to the game/start screen: apples and/or clouds (that will be decided in the latest phase of design/coding).

All the graphics needed to create the three screens will require the use of shapes such as ellipses, lines, Bezier Curves, rectangles, etc.

Chapter 3: Game Physics

The user will be able to control the falling apple using the keyboard. His/her goal will be to control the apple to make it smoothly land on the bottom surface (grass).

Whether the person controlling the apple wins/loses will be calculated by measuring the distance between the apple and the surface, and the velocity that the apple has while falling.

Constraints such as time required to land may be introduced later.