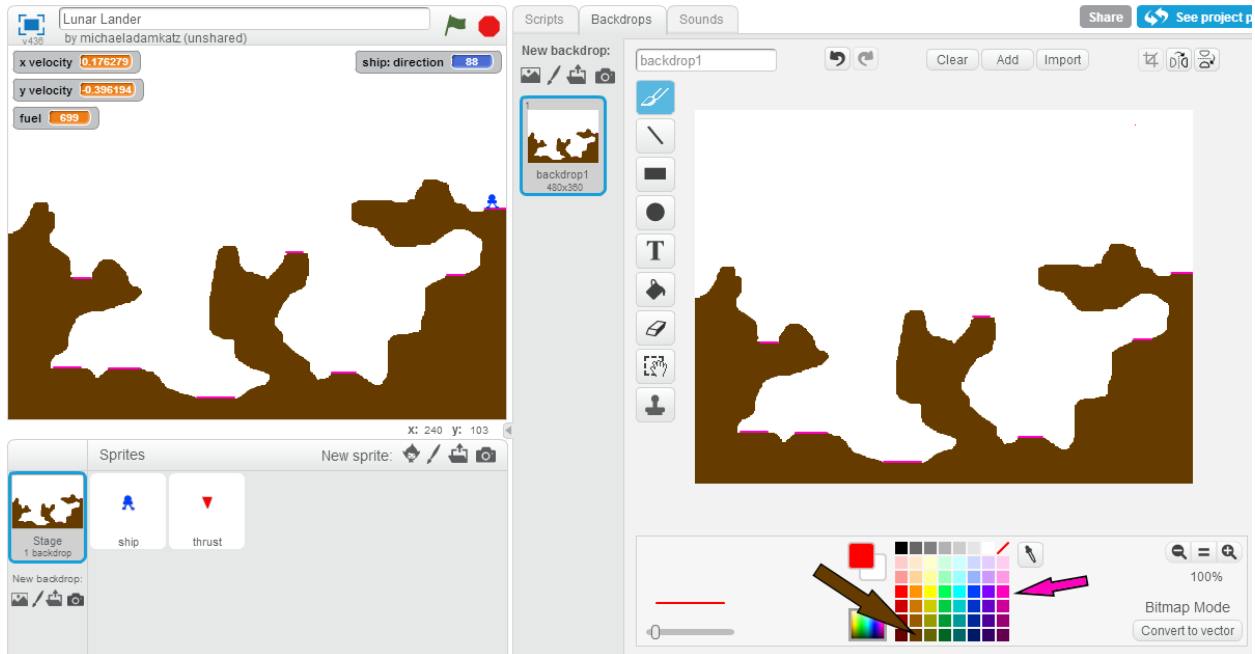
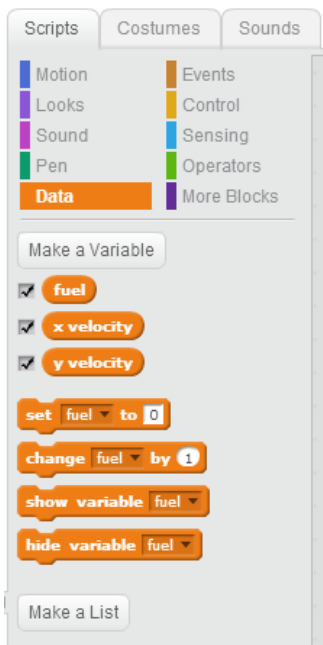


Lunar Lander

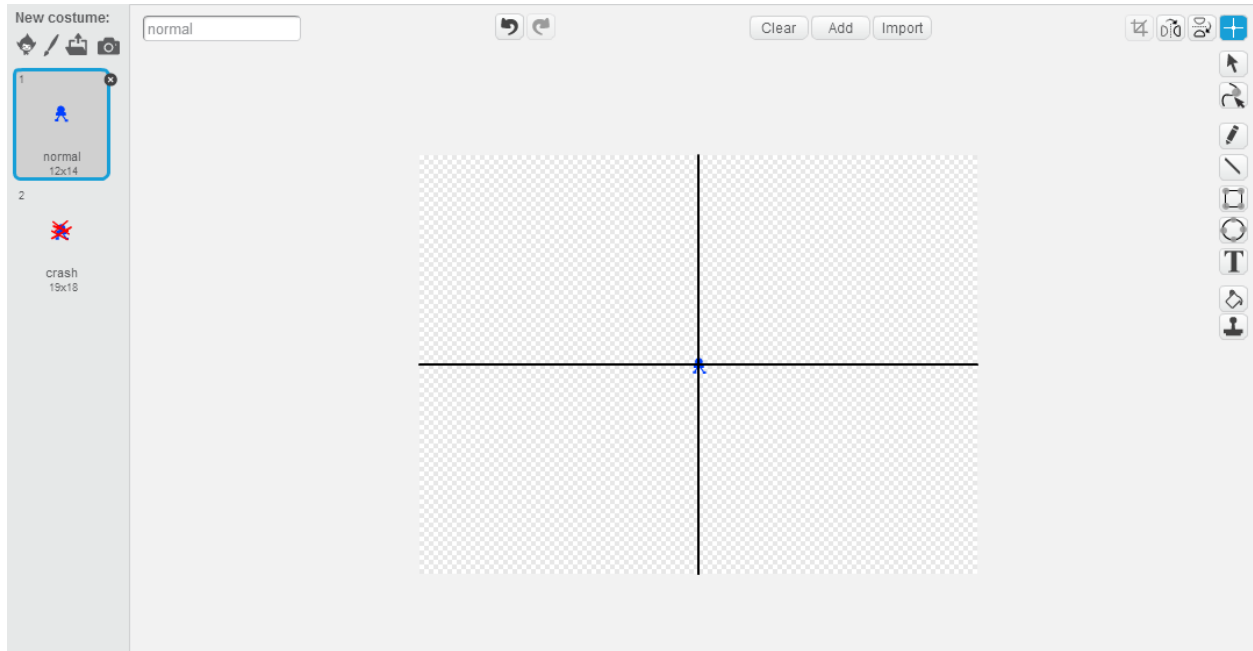
1. Draw a background in bitmap mode (normally we use vector, but for this special case we use bitmap). Use the indicated brown color for the ground, and the indicated pink color for the landing pads. Your background doesn't have to look exactly like the one in the picture.



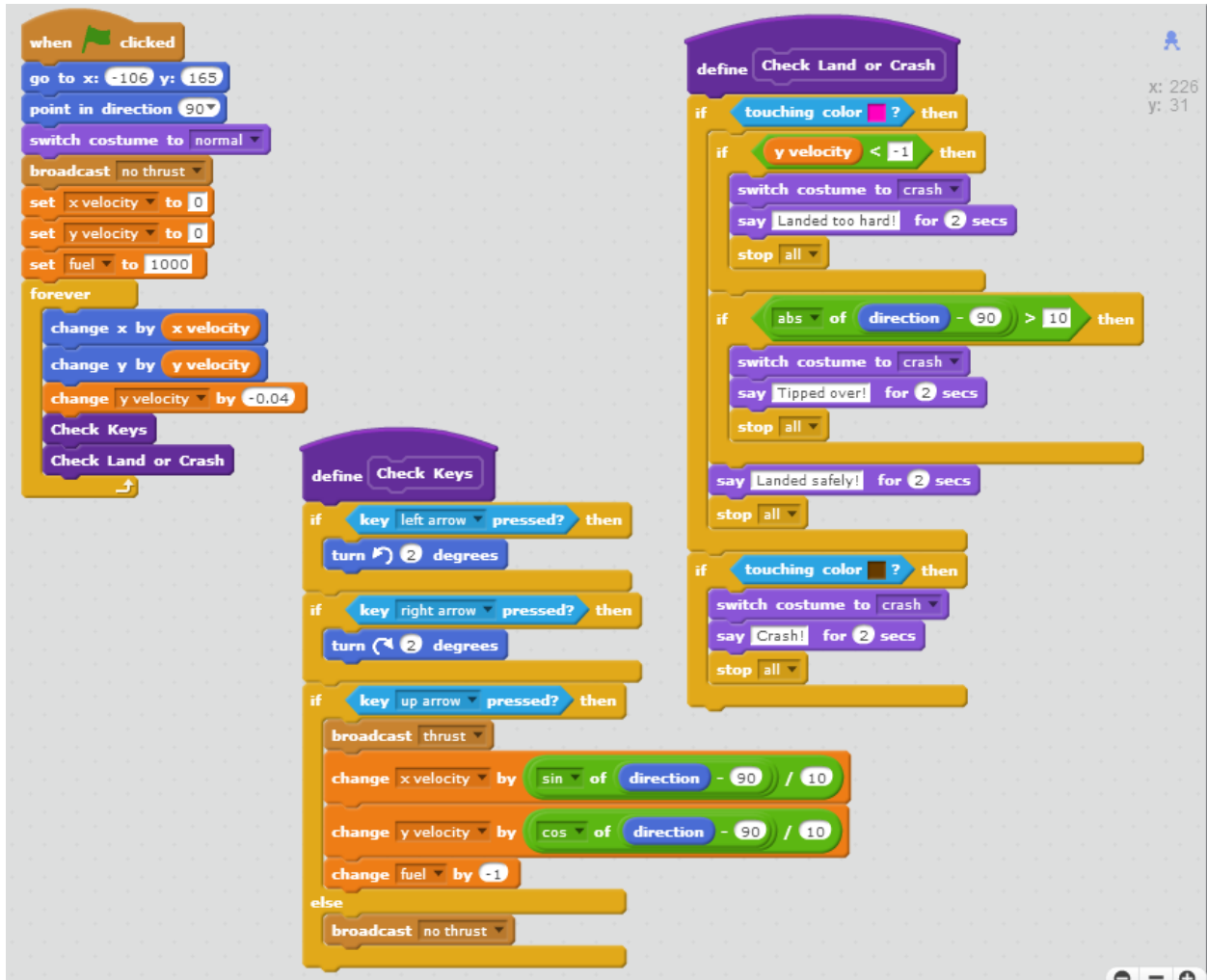
2. Make three variables:



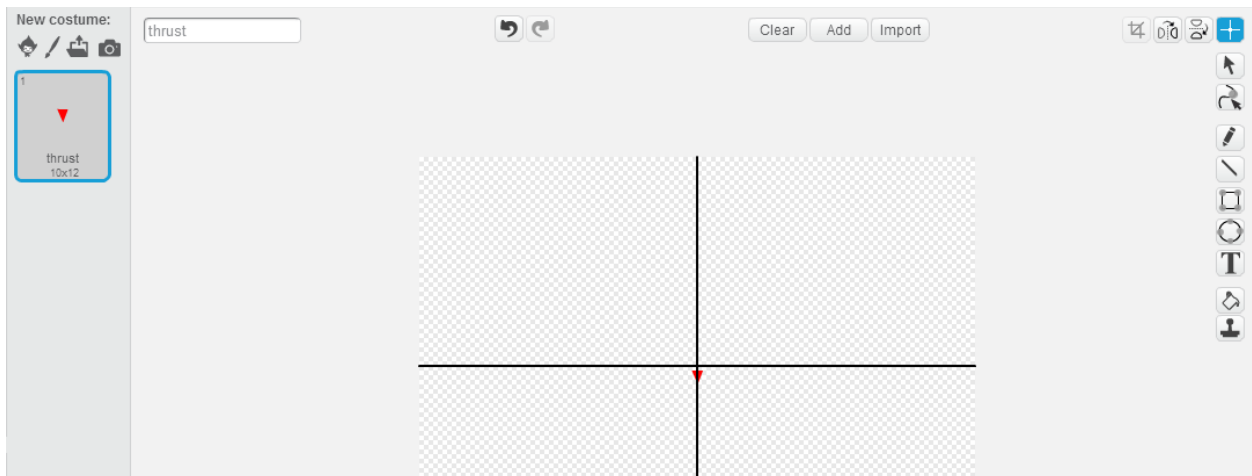
3. Ship sprite costumes (draw in vector mode and use the centering tool to make sure they are centered)



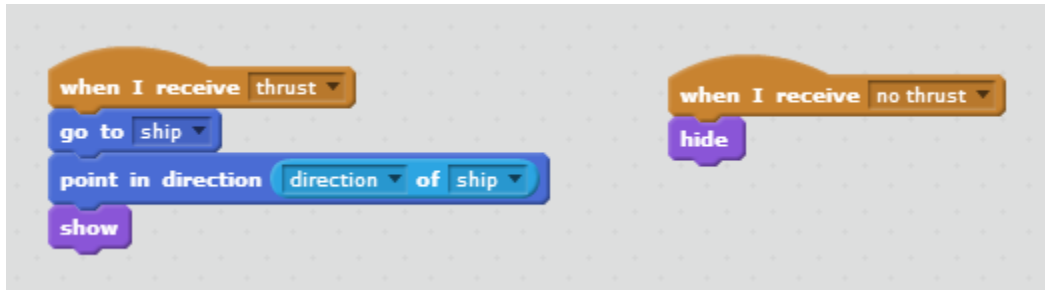
4. Ship sprite scripts



5. Thrust sprite costume



6. Thrust sprite scripts



More challenges (we will work on these next time):

- Make it so that when you run out of fuel you can no longer thrust.
- Make a refueling station in the sky that gives you more fuel when you touch it.
- Make it so you get more points for landing on the more difficult landing pads.
- Make a cooler animation when you crash.
- Make a cool animation when you land safely.
- Make multiple terrain backgrounds. Choose a background randomly when the game starts.