

# Lunar Lander

[Source](#)

## Data

Score: number  
Time: number  
Fuel: number  
Altitude: number  
Lander Velocity: vector  
Lander Position: vector  
Lander Direction: number  
Topology: list of number

## Render

Display: Score, Time, Fuel, Altitude, Horizontal Speed, Vertical Speed  
Render Topology by iterating through anchor points  
Render lander icon at Lander Position at Lander Position  
Render Thrust level

## Simulation

Update:  
    Time  
    Fuel  
    Lander Direction  
    Lander Velocity  
    Lander Position  
    Altitude  
Collision Detection:  
    Lander and Topology

## Input

Rotate Left: state  
Rotate Right: state  
Thrust: number

# P5 Editor

I was thinking about trying to use this as a chance to take a closer look at an interesting project: [Wenyan-lang](#), an esolang capable of compiling into Javascript and Python. But it seems this Data/Render/Simulation/Input structure is not a good fit for a language or a compiler. Picked something easier instead. (not very familiar with interpreters either so, not many details)

[Source](#)

## Data

A list of files typically includes index.html  
Some sort of runtime memory

## Render

Display the current file in the work area on the left  
Render index.html in the preview window on the right  
Print console messages in the console on the bottom

## Simulation

When running, lock the files  
Run index.html

## Input

Files  
Start: event  
Stop: event