```java
package ch.hevs.gdx2d.lunar.physics;

/**
 * Some useful physics constant that are used by the {@link PhysicsSimulator} class and others.
 * @author P.-A. Mudry
 */
public final class Constants {
    /**
     * Graphics related constants
     */
    public static final int WIN_WIDTH  = 800;
    public static final int WIN_HEIGHT = 800;
    public static final int FPS = 100;

    /**
     * Physics environment
     */
    public static final float GRAVITY = -1.62f;
    public static final float DELTA_TIME = 0.1f;
    public static final float AIR_FRICTION = 0.0f;
    public static final float DAMPING_FACTOR = 0.9f;

    /**
     * Maximal impact speed triggering a crash
     */
    public static final double CRASH_SPEED = 10;

    /**
     * Spaceship related
     */
    public static final float MAX_THRUST = 1500f;
    public static final double MAX_FUEL = 300;
    public static final int BASE_MASS = 300;

    public static final int GEGNER_MASS = 100;

    /**
     * Game related constants
     */
    // Maximal impact energy triggering a object destruction
    public static final int DESTRUCTION_ENERGY = (int)(BASE_MASS*CRASH_SPEED*CRASH_SPEED/2);
    public static final int CLOUD_DENSITY = 5;
    public static final int GROUND_ALTITUDE = 100;
    public static final boolean DRAW_BOUNDINGBOXES = false;

    /**
     * Ground parameters
     */
    public static final float MAX_INCLINE = 100.0f;
    public static final int MIN_ALTITUDE = 200;
    public static final int SCALE = 10;
    public static final int FLAT_ZONE = 7;

    /**
     * Landing Zone
     */
    public static final int Z_WIDTH = 100;
    public static final int Z_HEIGHT = 30;
}

```