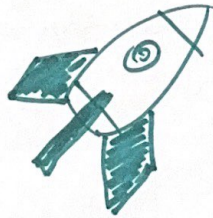


LUNAR LANDER

screenWidth = 700

screenHeight = 600



Lunar Module → Controlled by ~~the~~ the player



Moon's Surface → Landing area with varying terrain



Thrust Upward → W key

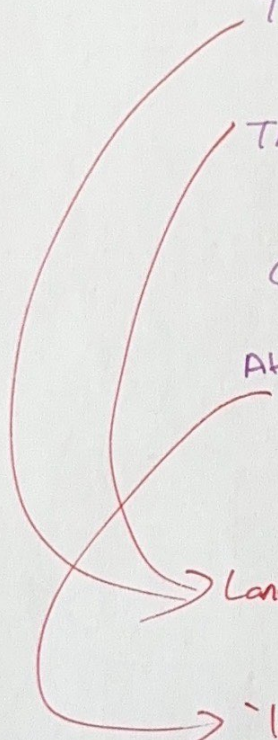


Thrust Right / Left → A-~~the~~-D keys



Gravity → Constant force pulling the lunar module downward

Attention - grabbing colors



Lander X and Lander Y represent the position of the lunar lander

'landerColors' represent different colors for the lunar lander frames. The animation is achieved by changing the color of the lander in each frame

elapsedTime is used to control the frame animation timing ensuring the landers color changes at regular intervals.

HandleInput method checks for various key presses (arrow keys, A, W, D) and adjust the lander's position accordingly.