Planning for lunar lander game

The spaceship should automatically fall down with gravity.
When the "down" key is pressed the ship should accelerate upwards.

Background screen: Black with stars

Spaceship: travels in one vertical line, up and down

Moon: plain surface

Possible functions needed:
Startscreen() : shows the start button to the game (text on top of the game screen)
Gamescreen():when the start button is pressed it switches to the game state (same screen, removes start text)
Resultscreen(): when you win it switches to a state where you either win or lose depending on the speed of the landing. (Crashing the spaceship) You also get the option "try again". The try again button then switches to the gamescreen().
Draw(): shows visuals

Function for the velocity(speed)
Acceleration
Function for the visuals:
- Spaceship
- The ground
-
Move the spaceship with KeyIsDown(40) function

Add smoke from the spaceship when accelerating