

# Lunar Lander game plan

1. Draw rocket, planets, and ground
2. Make 4 screens: start, game, win, and fail
3. Draw starry background on every screen
4. Make game start by clicking the screen
5. Make the rocket fall with velocity and acceleration
6. Make the rocket move left and right
7. Draw and animate the flame and flags
8. Make buttons that restart the game for two screens
9. Make the flame be visible only when pressing `keyIsDown(38)`
10. Make hills and allow the rocket to land only on flat ground
11. Make rocket crash if landing not on the flat ground