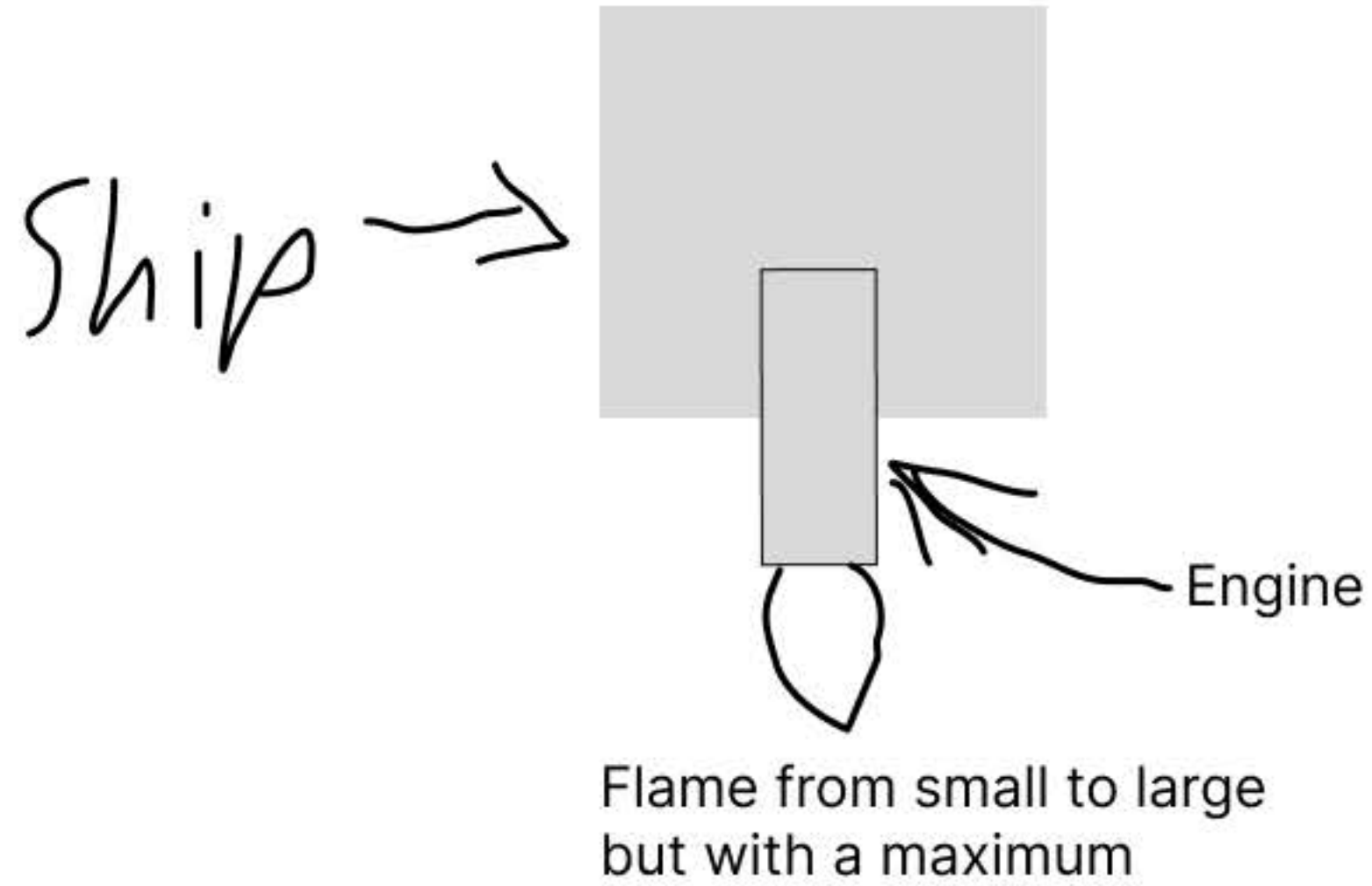**script**

1 Start screen shows the name of the game. Prompt the player to tap the screen to start the game. The rules are stated.

2 The game run screen displays information：Fuel level and the ship's current speed. The player uses "space" to control the speed of the ship down.

3 Speed check the moment the spaceship lands
Output mission complete or mission failed
Click on the screen at the prompt below to restart the game

Ship →

Engine

Flame from small to large but with a maximum

Drawing craters with ellipses and Bézier curves