Lunar Lander Game

I want to create a lunar lander game where the goal of the game is to land on the moon as smoothly as possible. First, my game should meet all the criteria and later if there is time left, I want to add some extra features.

1. Create a canvas
2. Draw a rocket
3. Draw a background of the game screen
4. Make the rocket move down
5. Make the rocket move up when the key is down
6. Stop rocket at the moon
7. Create win-and-lose criteria
8. Create a start screen
9. Crete game over screen
10. Create a win screen
11. Connect all the screens together into one game and make the game start on click

(See more in my p5.js notebook)