Plan for the lunar lander game

My plan for the lunar lander game is to create something that looks similar to the picture below. A yellow rocket landing on a red/orange planet and stars in the background. There will be a start button in front at the beginning and when you press it the game will begin. The user will be able to control the engine using the "orientation buttons" on the right of the keyboard. I preferably want the fire to come out of the engines when the user presses buttons to slow down the rocket and when they successfully land there will be text telling the user that they have won, something along the lines of "Landing successful. You won!". When the user is unsuccessful in landing the rocket, my plan is to have the text "The rocket crashed. You failed!" come up. In both of these scenarios there will be a button that says "Go again?" to restart the game.