The lunar lander I plan to make keeps the background is a simulation of the starry sky function, and the ground drawing simulates lunar graphics.

The start page will have the name and description of the game.

Use the space key to make the game start, and end it by refreshing the page to play again.

Use the up arrow key to slow down and consume fuel, the game is judged to run out of fuel, and direct fall is considered a failure. The victory condition is to land at a slow speed while still having fuel left.