

Planning

The game should be a simple rocket that goes only up and down, controlled by the keyboard arrows, that from the start automatically gravitates towards the bottom of the screen. At the bottom of the screen there is the landing space.

If the rocket touches the ground without the user moving the arrows that it will mean that they have lost the game.

So there will be a page saying that.

If they move the arrows right a "you won page" will appear.

The starting page should be a write "start playing" on the top of the screen that you can click and start the game.