Lunar Lander planning

- There should be a ufo that has to land on earth without too much velocity, so it doesn't crash.

- There should be a menu screen and when you click, the game starts (game screen).

- The ufo should have a natural velocity downwards because of gravity.

- When you press the down-arrow key the ufo should start the landing by slowing down the velocity.

- The ufo should float upwards if you slow it down too much because of the acceleration.

- If you land at too high a velocity, you lose and the text "game over" should be shown (result screen).

- If you land slowly, the text "you win" should be shown (result screen).

- You should be able to restart the game after getting your result.