(MARS)
~~LUNAR~~ LANDER PLANNING

speed:
altitude:
fuel:

- arrow up = thrust
- land with max speed of a
- particles
- animated sky
- explosion?
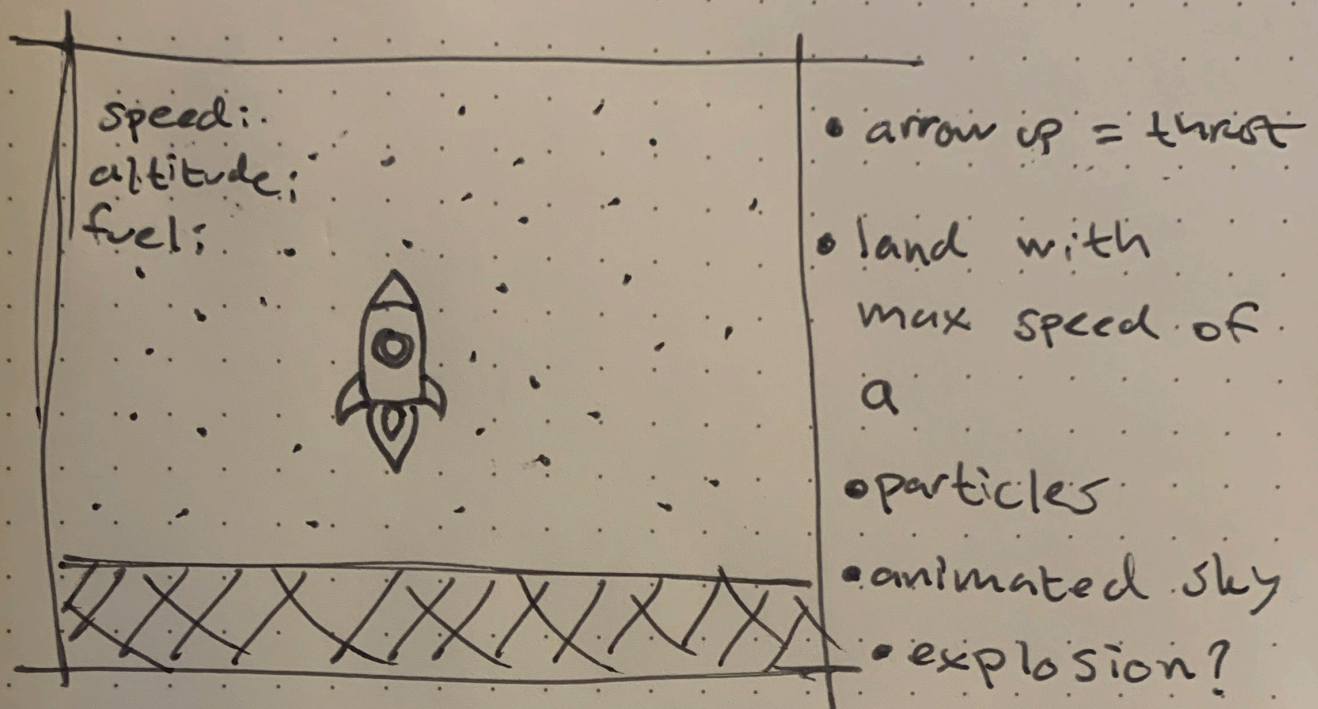
To Do List

1. draw sky and surface
2. draw rocket
3. add gravity
4. add thrusting physics

also add game states and restart and results

EXTRA: 5. thrust particles?
6. add sound?
7. explosion effect?
8. other graphics?
9. obsticles?