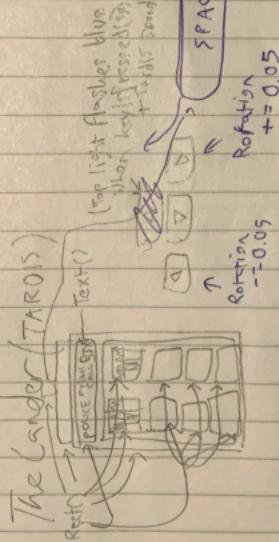
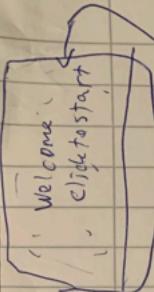


Lunar Lander

The Lander (TAROS)

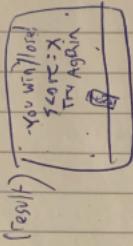


(start)



Text()

"click to start"
Fades in and out
using `barrier`
and `if/else`



SPACE

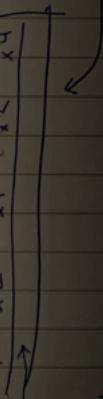
Rotation:
 $t = 0.05$

CANVAS (Game)

~~start~~ star framing
draw "stars" (ellipse())
at random locations

Window. innerHeight

window.innerWidth



Ground()
Rect() with
width of width

Left Gravity:
Y raises with
0.01 30 times per
unless space is
pressed