

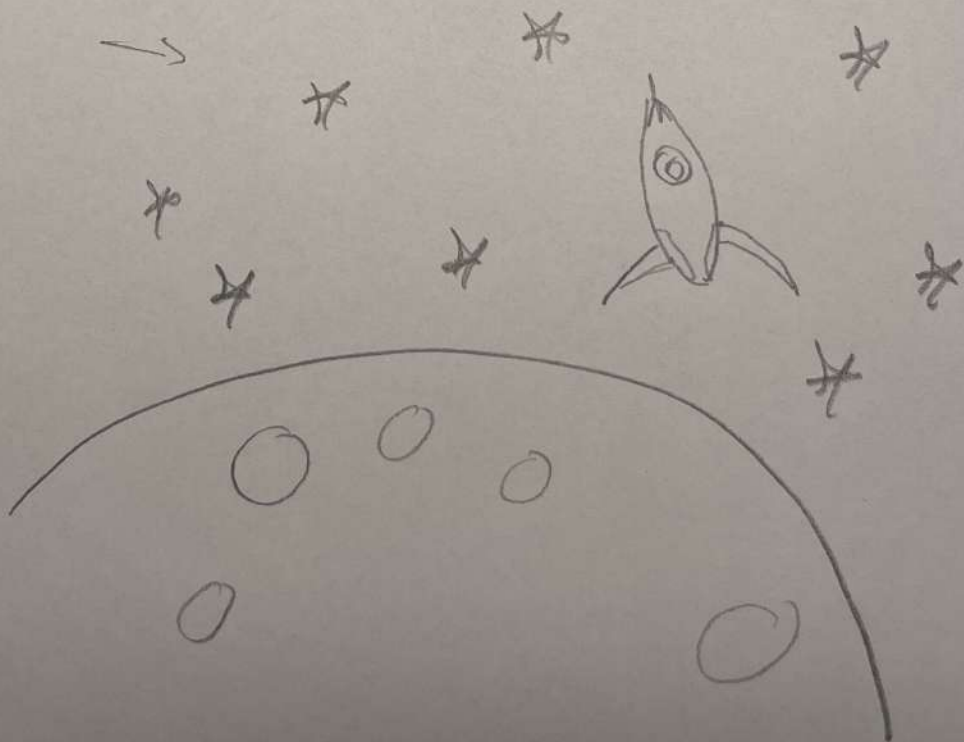
First screen

Bold → human hand on
instruction → use the upper key to control the rocket

play Game

play screen

Array for
the stars



* * *
* You Lost! *
*

* * *
* You won! *
* *

↗
Results screens!

Variables

↓
Speed!

acceleration → so that the player loses if not pressing key up!

deacceleration → To win the Game!

game start → to change screens

Functions!

draw → to control the game's screens.

Almost Everything will be drawn in a function

stars → array → function

— The Game's logic!

rocketY + speed *

if the player presses ~~key~~ up

The speed will go down. ^{arrow} otherwise speed will

be multiplied with acceleration to make the rocket fall fast.

and if the rocketY + its height \geq the canvas height - 20
~~and~~ with speed less than 3 the player
wins otherwise the player
loses.