

Plan for the Lunar Lander Game

- The game has **three screens**:
 - **Start screen** – shows a welcome message and instructions.
 - **Game screen** – you control the spaceship and try to land.
 - **Result screen** – shows if you won or crashed.
- You control the spaceship with:
 - **Spacebar** or **down arrow (↓)** to activate thrust.
- The spaceship:
 - **Falls** automatically because of gravity.
 - **Slows down** when you use thrust (goes upward a bit).
 - **Crashes** if it hits the ground too fast.
 - **Lands safely** if it touches the ground slowly.
- The moon:
 - Is a grey ground at the bottom.
 - Has small craters drawn with ellipses.
- After the result screen, you can **press any key to restart**.