

## Planning - Lunar Lander Game

Gravity pulls the spaceship towards the moon's surface. To avoid crashing your spaceship, you need to land as smoothly as possible down onto the moon's surface. To do this, you press the Down Arrow Key and the ship will accelerate upwards.

**Background screen** Black with twinkling stars for all the screens.

**Spaceship movement** Spaceship moves up and down in a straight line. You press/hold the **down arrow key** (`keyIsDown(40)` function) to move the ship.

**Moon Surface** Plain

**Start screen** The game begins with a `startScreen()` where the title of the game and a play button is displayed. When the Play button is pressed, you come to the game screen.

**Game screen** On the `gameScreen()` there is a text saying "Press Down Key Arrow To Start" and the spaceship stands still. To activate and start the game you press the down arrow key and the ship starts falling down.

**Result screen** There are two possible screens for the result. The `crashScreen()` appears when you've crashed the ship (landed too hard). A text saying "Try Again" appears and after a click the game restarts. The `winScreen()` appears when you successfully land on the surface. Both of these screens lead back to `gameScreen()`.

**Visuals** A flame animation is added to the spaceship when the down arrow key is pressed.