

Lunar Lander Planning

1. Draw the background and the ship
 - a. Night sky with blinking stars, planet floor, a little UFO
2. Assign gravity to the ship
 - a. Accelerate it positively in the Y axis
3. Make the ship fly using click
 - a. Using the mouseclick function to accelerate it in the opposite direction
4. Add thrusters blasting animation
5. Add the fast collision = failure clause
6. Create a starting screen
7. Create an end screen

Possible function to add:

- Change the UFO's appearance using keys