Lunar Lander (Penguin landing) planning

Lunar Lander game

We want to create a game where an object is going to land on the ground safely.
This game is penguin who will land safely on an iceblock in the arctic.

 ## Rules
Starting with a penguin
- Penguin can move up and down
- Penguin falls down to the ground because of gravity
- Penguin goes up when pressing the mouse button
- If penguin collides with the ground too fast the game is over

Order to build the game
1. Drawing the background
2. Draw the penguin
3. Add gravity to the penguin
4. Make it fly
5. Detect collision between ground and penguin
6.

Before writing code:
Write rules, what do we want in the game, what should happen.
Break it down in smaller steps

Step 0
Setup the canvas

Step 1
Draw the background with a blue sky, ocean, and iceblock

Step 2
Draw the penguin, dont forget to add x and y (position) as a parameter, because the penguin needs to move

Step 3
Add a variable to make things happen when game is running

Step 4
Add gravity to the penguin by using a variable for the y position of the penguin
Add velocity and acceleration

Step 5
Add function draw. Inside fucntion draw we can draw already drawn objects, and put all the if statements

Step 6
Detect the collision between the penguin and the iceblock.

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If the penguin hits the ground, the game should stop.
How to do it:
- Change the direction, form the pingpong animation
- Using an if statement*/
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Step 7

```
//Stopping the penguin
/*if penguin y value is bigger than 10, the game is no longer running
```

Step 8

```
//Decide when losing the game
//Decide when winning the game
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Step 9

```
/*---if screens, decide FROM where TO where,
  still inside function draw*/
```

Step 10

```
//Decide mouse click actions
```