# Lunar Lander game

## Rules

1. You play as the pilot of a spaceship that is about to land on the moon
2. The pilot needs to regulate the thrusters with space key to change the velocity of the ship so it doesn't crash on impact
3. If the spaceship slows down to an acceptable velocity before landing, you succeed
4. If the velocity of the spaceship is to high during impact, it's game over.

## Build order

1. Create canvas with black background
2. Create star spangled background as a space environment
3. Draw the spaceship (inspired by Vader's tie fighter)
4. Build different game states and give every screen the space background
5. Draw moon surface
6. Create physics as in gravity and acceleration in the game state
7. Make the ships thrusters to work with space key in the game state
8. Give conditions regarding the landing velocity in the game state
9. Make the shadow underneath the ship grow and intensify with the height of the ship
10. Set "game over" or "you won" text on the end screens
11. Direct the different landing conditions to the correct screen (win or loose)
12. Make a path from end screens back to Start.