Planning for my Lunar Landing game

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Short Description
Instead of a spaceship landing on the moon, my theme will be superman landing on a car. The user will be controlling superman with the space-key, trying to slow him down before he lands on the vehicle. I want there to be a silhouette of a person inside the car, further evaluating how important it is for superman to land carefully. If superman lands too fast, the car explodes and the user will be given the opportunity to restart.

Stuff to include
- A superman model using p5 vectors.
- A car model using p5 vectors.
- A system for the space-key to slow Superman down and make him fly upwards when pressed.
- A system for detecting if Superman's y-level is equal to the cars roof, also detecting his speed at that moment.
- A condition for Superman to win if his speed is below the criteria.
- A condition for the car to explode if superman's speed is above the criteria.
- A main menu for the player to press a button to "play".
- An end screen where the player can press a button to "replay".