Lunar lander game

Inspired by the movie up, house landing on a cloud with a gate

(Startscreen) [🔴 Play Game] Button

(gameScreen)

  charecter — if statement, moves up and down (houseY)

  key — keyIs Down (38) [console.log("key" + keycode + " has been pressed")]

  velocity — if [velocity <= 3) gameWon = true
                 velocity > 3) gameWon = false]

(Resultscreen) — gameWon - true

  You win, you're doing great honey
  Winning screen Timer
  reset game
  gameWon - false

  You die, you suck
  replay button

One change from the original plan was a switch between key 38 and 32, because of the requirement.

Think about a game theme