Container Rocket

const THRUST = 35
const START_FUEL = 500
const START_MONO = 100
const START_VX = 0
const START_VY = 10
const START_Y = -150
const PIXELS_PER_METER

var altitude
var thrustLevel
var velocityX
var velocityY
var velocityA

Object fuels

Shape centerOfMass
Shape thrusterPtR
Shape thrusterPtL
Shape largePt
Shape mediumPt
Shape smallPt
Shape tinyPt

Sprite legs
Sprite body
Sprite fire
Thruster thrusterL
Thruster thrusterR

SpriteSheet rocket_sheet
SpriteSheet fire_sheet
SpriteSheet thruster_sheet
- -
buildSpriteSheets()

buildRocket()
buildBody()
buildLegs()
buildFire()
buildThrusters()
buildCenterOfMass()
buildThrusterPts()
buildFirePts()

placeRocket(regX, regY, angle, slice)
resetProperties()
updateRocketMovement()
renderRocketMovement()

getXThrust()
getYThrust()
thrustLeft()
thrustRight()
calcNextPosition(wKeyDown, gravity)
detectCollision(nextPt, landingSite)
getStandardAngle(rotation)
degreesToRadians(degrees)
radiansToDegrees(radians)
- -
Event rocketCrashed
Event rocketLanded
Event thrustLevelChanged
Event rocketMoved

Object fuels

var rocketFuel
var monoFuel
- -
decreaseFuel(thrustLevel)
decreaseMono()
- -
Event outOfRocketFuel
Event outOfMono

Sprite fire

- -
showTinyFire()
showSmallFire()
showMediumFire()
showLargeFire()
cutoutFire()
- -
Event engineFiring

Thruster thrusterL

Sprite object
var orientation
- -
showThrust()
cutoutThrust()
- -
Event thrusterFiring

Altitude object with event – reach zero?
What if landingSite raised slightly?