# Extra Credit

**Easy**: Vertical player movement Allow the player to move forward and backwards within a certain range. This makes the game a bit more dynamic and allows for the addition of other features

**Medium**: Aggressive animals Have animals that also spawn from the left and right side of the screen. If one of them hits you, “Game Over” should be logged to the console. This will make the game much more exciting and requires the player to stay on their toes, especially if vertical movement is also implemented.

**Hard**: Game user interface At the start of the game, display in the console that the player’s Lives = 3 and Score = 0. If the player feeds an animal, increase and display the Score. If the player misses an animal or is hit by one, decrease and display the Lives. When the number of Lives reaches 0, log “Game Over” in the console.