

Objective:

Guide the snowman safely to the ground by controlling its descent using thrusters, ensuring a soft landing

Game Mechanics:

Start Screen:

- Show a button or prompt to start the game ("Press Space or Arrow Down to Start").

Gameplay:

- Background: Set a wintry landscape with snowflakes falling against a blue background
- Snowman: Design a snowman character with three stacked snowballs, coal eyes, a carrot nose, and a smile made of buttons.
- Controls: Use the spacebar or the down arrow key to activate the thrusters.
- Descent: Start the game with the snowman at the top of the screen, descending slowly.
- Physics: Implement realistic physics for the snowman's descent, considering factors like gravity and wind resistance.

Result Screen:

- Win: If the snowman lands safely, display a victory message ("You Landed Safely!")
- Failure: If the snowman crashes, show a defeat message ("You Crashed!")
- Restart Prompt: Provide a button or message prompting the player to restart the game ("Press Space or Arrow Down to Try Again").