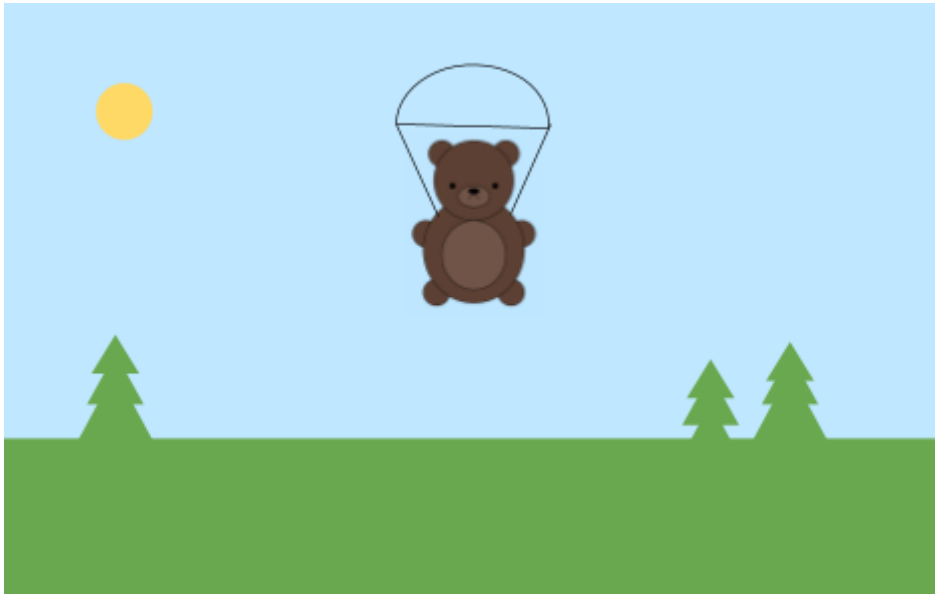


## The Bear Parachute



### Steps for game

1. Create a setup for the background.
2. Create background  
Blue rectangle, green rectangle, yellow ellipse, green triangles.
3. Draw the bear.
4. Add gravity.
5. Make the bear fly using mouseIsPressed.
6. Detect collision between ground and bear, if the bear lands slowly you win.
7. Detect collision between ground and bear, if it is too fast you crash and lose.