

# Fish Lander

**Description:** Fish lander is a game where the player control a fish navigating it's descent onto the ocean floor. The goal is to guide the fish smooth to the seabed without crashing. The player must carefully manage the fish's velocity by applying upward thrust at strategic moments to counteract the force of gravity.

**Game Mechanics: Control Scheme:** The player control the fish's thrust using either the SPACE key or the DOWN ARROW key.

**Gravity:** The fish experiences a constant gravitational force pulling it downward.

**Thrust:** Players can apply an upward thrust to the fish to counteract gravity and control its descent.

**Collision Detection:** The game detects collisions between the fish and the ocean floor. A smooth landing results in a win, while crashing leads to a loss.

**Game States:** The game consists of three states: start screen, game-play, and result screen. Players start at the start screen, progress to gameplay upon starting the game, and transition to the result screen upon winning or losing.



Fish winning face



Fish game face



Fish losing face

