

## Game Elements:

### Fruitbowl:

Illustration of a fruit bowl at the bottom of the screen.

The goal is to land the grape smoothly into the fruit bowl.

### Grape:

Main player character represented by a grape. Initially positioned at the top of the screen. the grape should be controlled by the space key.

### Scenery:

Illustrations of other fruits, such as oranges and apples, as obstacles or part of the background scenery.

### Soft Landing:

Define a "soft landing" when the grape lands gently in the fruit bowl with low velocity. if succed with a soft landing then you win.

### Game Over Conditions:

If the grape lands too fast or hits an obstacle, it's a "hard landing" leading to a game over. Display appropriate messages and illustrations for game over scenarios.

