This project will implement *Glacial Fall*, where a mountaineer slides down an icy glacier, using an ice axe to control speed. The character, which is a continuation of the one I created in a previous assignment, shares the same adventurous spirit and physical abilities. The core mechanic draws inspiration from *Flappy Bird*, focusing on timing and precision.

Gameplay Mechanic

- **Mouse Input**: Clicking moves the character's arms to use the ice axe against the wall.

- **Physics**: Clicking applies negative velocity to slow the descent. Clicking too little results in dangerous speed and a crash.

- **Challenge**: Players must balance timing to ensure a safe descent.

During development, I will continuously enhance the game, adjusting visuals, timing, and physics, and adding new mechanics like obstacles or collectibles. This ongoing evolution will keep the game fresh and engaging for players.

Note: The game, previously known as Glacial descent, has been renamed *Glacial Fall* to better reflect its theme and gameplay.