

# Spider Glide

The game will be a spider hanging down on a line of spider-web thread. It will start gliding down and you can control the movement with the space key. If you let the spider down too quickly, you lose the game, if you land the spider gently you win the game.

## **Features:**

- Menu screen
- Win screen
- Lost screen
- Game screen (spider movement)

## **Plan:**

- add a “ground” where the spider will land
- make different screens
- code movements between the screens
- code buttons to move between screens
- figure out the movement of the spider (velocity, acceleration)
- make spider move with space bar
- referencing