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//User should be able to move Frog N, S, E, and W with arrow keys.

//Arrow Up? N

//Arrow Down, S

//Arrow Left, W

//Arrow Right, E

//User Should Be able to sit on log.

//User should be able to move left & right on log

// If frog (x,y) equals log L\*H , move with Log

//User Should be able to touch Croc.

//User Should be able to touch water.

//If frog(x,y) equals Water L\*H or Croc L\*H, die

//User Should Be able to Move on Land

//User should Be able to sit on land

//User Should Be able to win

//If on Land 3? Win!!

//If Die, frog on land 1

//If frog on log, frog greater than or less than canvas width? Die

//Logs and crocs should be able to move independently from Frog

//User should be able to Keep track of Lives

//If Die, decrement lives by one

//If Lives 0, Game over

//If Game Over, restart game