Jumpy Street Assignment

## Introduction

We are going to create a game called Jumpy Street that will be based on the popular game [Crossy Roads](https://www.crossyroad.com/) (URL: https://www.crossyroad.com/). Please take a look at the game to understand the game mechanics you will need to replicate. You will work in a group to complete this project. Only one team member will be required to submit in Blackboard.

## Requirements

For Jumpy Street, you are required to implement the following features:

* A Main menu with instructions
* A score and a high score systems
* Player movement (up, down, left, right)
* Randomly generated *passable* terrain (player should not reach a dead end line)
  + Water with logs or pads
  + Road with cars
  + Grass with blocking items (trees or bushes)
* Player dies when hit by cars, train or jumps into water and game returns to the main menu.
* Your game needs to be tested thoroughly. Below is a list of items that should be tested, at a minimum
* Your code should follow good coding practices as discussed in class

## Game Checklist

* Menu: all buttons work when clicked, the high score is displayed and accurate, there is no dead end (player can always go back to the main menu).
* Player Movement: the player cannot leave the gameplay area and if they do, they are killed, the player remains on a log when applicable, the player cannot walk through obstacles (trees, decorations, etc.).
* Collisions: all collisions with moving obstacles or water cause the death of the player.
* Moving obstacles: Moving obstacles are not overlapping/overlapping, they do not appear to hover over the ground (unless it is intentional), they face the directions in which they are moving, their instantiation and destruction is not visible to the player (unless it is due to a collision with the player).
* Terrain: the player never runs out of terrain, there are no gaps or overlaps between the different terrains, decorative objects do not overlap.

## Group Guidelines

All group members are required to fully participate in the development of the project.

* You should come on time for every class and any group meetings.
* You need to be prepared for each group meeting (in class or out).
* You should value the contributions of others.
* You are expected to deal with issues constructively.
* You should freely share the information you gather outside of class (about the project) with other group members.
* You should stay on task and use class time/group time wisely.

Any concern or issue that has already been addressed by the team and did not result in a favorable outcome should be reported to your instructor. Each team member will be evaluated at the end of the project by the other team members. These evaluations will be graded independently for each team member.

## Submission

Only one team member needs to submit the project along with the build (in two separate zipped folders). Team evaluations are submitted along with reflections in a separate assignment.