

Project Proposal

Functionalities desired

- Creation of a menu where the player can use the mouse to choose the option
- Fully incorporate the idea of the game “frogger”, including moving cars, trucks, turtles and logs, where the frog may only stay on top of the logs and turtles (the turtles dive every 5 seconds) and if the cars/trucks hit him, he will die
- Multiple levels with increasing difficulty (achieved by speeding every entity except the frog)
- A pause option where the player can choose to resume the game or go back to the menu
- Displaying the real time as well as changing the color of the water based on the hour in real life
- (If time allows it) Multiplayer option

Devices used

- Timer – draws (meaning to draw the game/menu/pause menu every time there is an interrupt), turtle dive, moving entities automatically
- Keyboard – frog movement and pause menu options
- Graphics card (video mode) – display to the player everything (used in mode 14C, most of what is displayed are xpms)
- Mouse – menu options selection as well as pause menu
- RTC – changing the color of the water based on the hour in real life and displaying the current time during the game

Workplan

- Displaying frog and early version of background (done)
- Creating all entities as well as collision detection (done)
- Full version of background, pause menu and bottom bar to display lives and level (done)
- RTC implementation to change color of water and display current time on bottom bar (done)
- Menu implementation with functional mouse
- Serial Port implementation for multiplayer