

# FROG GO DIE (WIP Title)

Redesigned Arcade Classic by Daan de Bruijn

(DISCLAIMER: I wasn't able to finish the pickups in time, so they are not in the final version of the game)

## Head Withgonuts (Hoofd Mechaniken)



### Curse of the Lost!

This mechanic makes the game an endless runner game. Once you finish for instance a car area, you may enter a different area such as the forest or a rivier. Whichever you get is chosen randomly by a superintelligent if statement.



### Everything is terrible!

Cars, snakes and crocodiles are not what you expect them to be. Cars will never stay in their lane, snakes fire venom at you and crocodiles hide on logs! Be very careful!

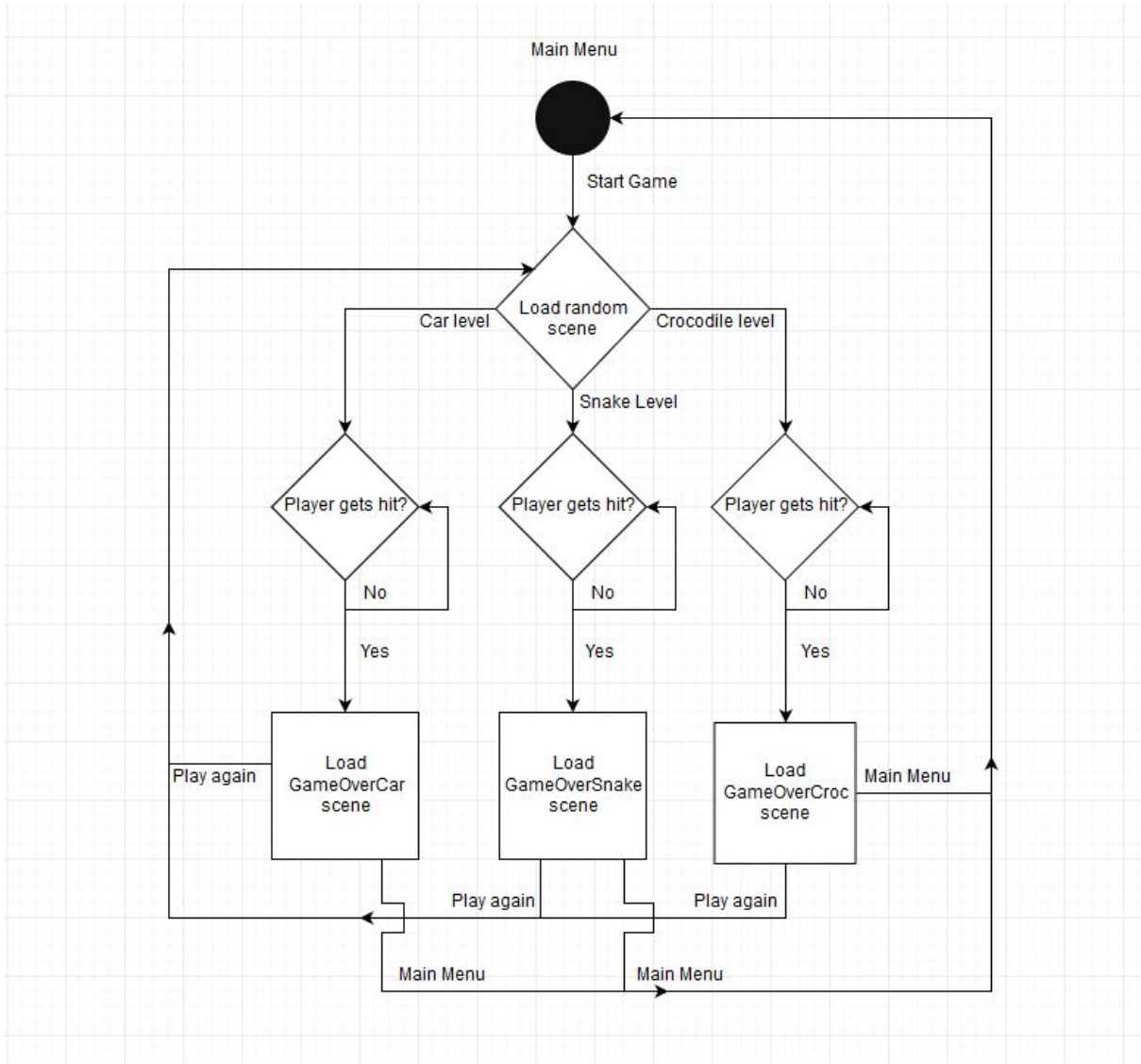


### It's dangerous to go alone, take this!

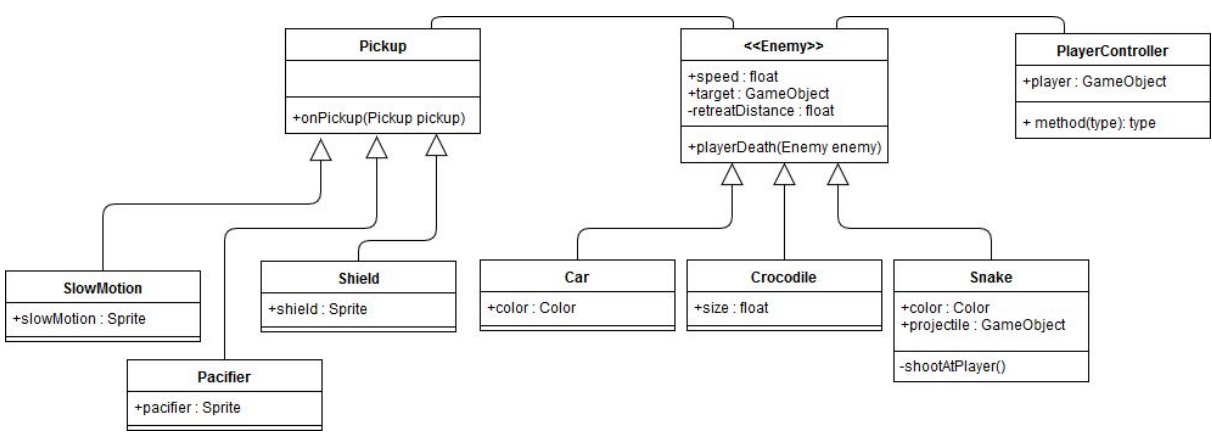
Pickups! You will be able to pick up a shield to protect you from the horrors that is cars and crocodiles etc. I'm also planning to make a pacifier pickup that stops the enemies from chasing you for one level.

# De-Throw Streetagee (Ontwerp Strategie)

## Activity Diagram



## Class Diagram



## Plan of Ongrab (Plan van Aanpak)

I will be using the latest version of Unity (2018.2.10f1). I'll make sure to start with the simple mechanics of the game such as having the cars spawn in random order with random speeds, and grabbing player input for the controls. As soon as this is all set, I will move on with the things I haven't done as much yet, such as the pickups and random level generator.

## Short Tolighting (Korte Toelichting)

None of the Design Patterns shown on SourceMaking seemed to really fit into my project so I won't be using any of those. I might consider using the Singleton Design Pattern for the Enemy or Pickup classes though.