The following is a list of labs to be followed if I instruct you to do so. The goal is to complete Frogger by the end of the first quarter.

1) (lab44) Make a groovy car. Then find someone (or I can help you find someone) that will make your car into a class. Name the class your name, car, p and then period number. So for my car (assuming I am in period 7), its name would be: NeatoCarP7.
2) (warmup 4) Once you receive the code for your car class, thank the maker, then make a horizontal row of your cars, bumper to bumper (traffic jam).
3) (warmup 4) Then make multiple rows of your car, bumper to bumper (fill up the screen).
4) (lab12) Move your car around using wasd keys.
5) (lab27) Make roads and grass. Make it look cool. Make the roads a little bigger than your car height. The grass is where the happy face gets to rest between running across lanes of the 210. Refer to the final frogger game (lab67).
6) (lab63) Make a happy face. The head should be able to fit within the height of your grass.
7) (lab63) Control the happy face with wasd.
8) Find someone to make a class out of your happy face.
9) (lab63) Use wasd on your new happy face class.
10) (lab18) Make your car drive on your road without needing to click.
11) (lab23) Make your car recycle.