

Steps to finish Frogger

- 1) Go into the NeatoTextBook20
 - a) into extra folder
 - b) then into the “Final Cars ready for Frogger” folder
 - c) pick a car that is in there and copy the folder to your desktop
 - d) do all your work in that copied folder
- 2) Make an Emoji (happy face) object in starter.java. It has the following methods/constructors:

a) constructor:

```
new Emoji(x,y,width, height)
```

b) Methods:

- i) `getX()`
- ii) `getY()`
- iii) `getWidth()`
- iv) `getHeight()`
- v) `translate(x,y)`
- vi) `grow(x,y)`
- vii) `fill()`
- viii) `crash(Car) //see below`

- 3) Move your Emoji object around with wasd
- 4) Make highways and center strips
- 5) Recycle one car object. Note that there is already one car made for you in your starter.java file. Use it to recycle. Look in “car talk” folder for an example on how to move your car forever.
- 6) The Emoji class has a method that detects collisions called *crash*

Its header is: `public boolean crash(Car v)`

Note that the method returns a boolean. So this method should be used with an ***if*** statement.

- 7) Use a `System.out.println` to test a crash between your car and the Emoji.

- 8) Make your game...add more Cars! For each Car, follow the same pattern as the first Car given to you in the starter.java file.