**Team name: “Serpent Fly”**

**Project name – “Frogger”**

**Project repository:**

**https:// github.com/KrasimirStoyanov/C-Sharp-2-Group-Project.git**

**List of team members (including usernames from the student system):**

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**Project explanation:**

The name of the game is “Frogger”. The idea of the game is to help a sweet little frog cross a busy road and navigate her to a calmer and safer place – the wonderful home swamp!

The player guides the frog using key arrows " ↑ - up, ↓ - down, ← - left, → - right " – each push in a direction causes the frog to hop once in that direction. It starts at the bottom of the screen. The lower and the upper half of the screen represents a heavy traffic road with various motor vehicles: cars, trucks, buses, which move at different speeds. The froggie should pass through that traffic chaos in attempt to reach the upper part of the screen. In the middle of game play area there is "Safe Zone" - place that little frog can take a deep relief before continue. The frog has only three lives! Each time it reaches the top of the screen, the game difficulty is changes and it becomes harder to cross the traffic. The player receives an encouraging message. And the more and better he plays, the more encouraging and funnier messages he gets!

At the upper part of the console along with these messages he gets as well a notification about the number of frogs he managed to direct safe and sound get the top of the screen. If the frog gets hit by a vehicle, she remains with one life less. And when the froggie is run over by a vehicle three times – the game is over.