**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 the following key arrows: "↑" for up, "↓" - down, "←" - left, and "→" - right, and each pressing of the respective key of direction causes the frog to hop once in that direction.

The game starts at the bottom of the screen. In general the screen is divided in two: the lower and the upper halves of it represent a heavy traffic road with various motor vehicles: cars, trucks, buses, which move at different speeds. There are also tunnels and bridges, on which the frog can't jump and must go around them. So your job is not an easy task! The froggie should pass through that traffic chaos in attempt to reach the upper part of the screen. In the middle of the play area is the "Safe Zone" – a place where the little frog can have some rest before continuing her dangerous journey. The frog has only three lives! If she 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.

Throughout the game the player receives an encouraging message each time he succeeds in directing a frog get safe and sound to the top of the screen. And the more and better he plays, the more encouraging and funnier messages he gets! But when the frog reaches the top of the screen, the game difficulty changes and it becomes harder for her to cross the traffic next time.

At the upper part of the console along with the encouraging messages, the player gets as well a notification about the number of frogs he managed to save from the traffic hell; information is also given about the level he is at, the number of lives left and the score he gains during the game.