

Effective JavaScript: Frogger

[Effective JavaScript: Frogger](#)

[To Start](#)

[In the game](#)

[To restart](#)

[Known bugs](#)

To Start

Open the index.html in the chrome browser(others may not be compatible, choose the leading character's figure and toll-gate and then click the submit button or click the submit button directly with default values to start the game.

选择主角



选择关卡

关卡1 ▾

提交

In the game

On the canvas a 5 * 6 griding map show on.

Each toll-gate consists of 5 basic element.

- Leading role: The element controld by player with arrow keys.
- Hearts: They show the life num of leading role.

- Enemies: Running from left to right. Collision between them and leading role leads to the reduction of hearts.
- Transmission gate: The access to winning and **a key is required**.
- Key: Player has to pick up this element, only with which enables player to pass the transmission gate.
- Gems: Collect these elements to win score.



To restart

Once leading role with 0 life num has collided with an enemy or reach the transmission gate with the token key, the game comes to an end. Follow the instrucion on the canvas and restart a new game.

Congratulation!

You got 500 score

press space to restart...

Known bugs

- Some times the enemies don't follow their setted coordinate but run forward in a column. What's the worse, the bug also happens when I switch back from other webpages though it worked right at the beginning.

o



- SPACE works all the time...XD