

FROG GO DIE (WIP Title)

Redesigned Arcade Classic by Daan de Bruijn

Main Mechanics



Curse of the Lost!

This mechanic makes the game an endless runner game. Once you finish for instance a car area, you may enter a different area such as the forest or a rivier. Whichever you get is chosen randomly by a superintelligent if statement.



Everything is terrible!

Cars, snakes and crocodiles alike are all trying to kill you, and will chase after you until you are out of their range. Perhaps you shouldn't have taken that extra cookie out of the jar...?

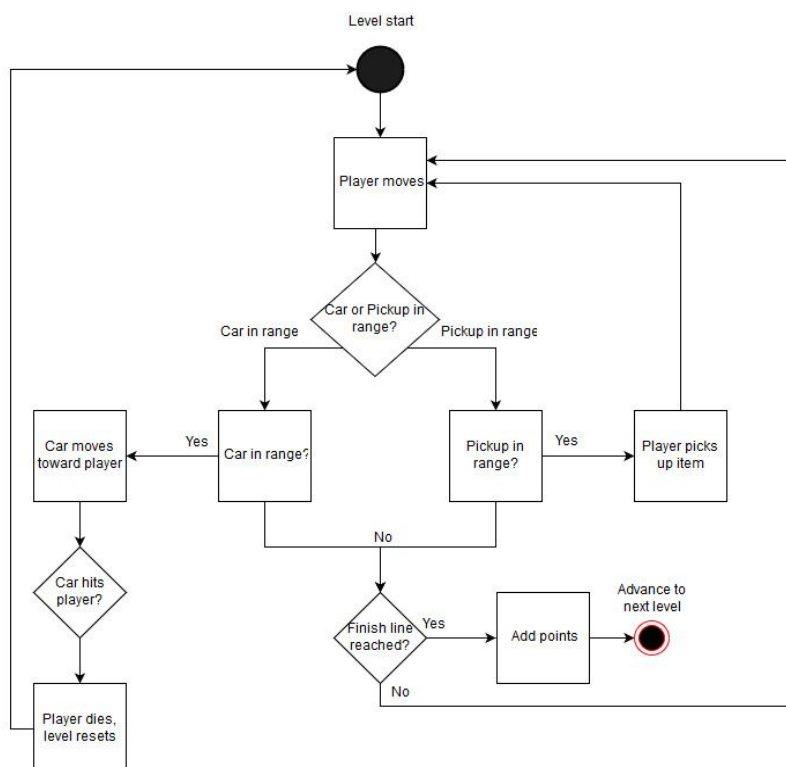


It's dangerous to go alone, take this!

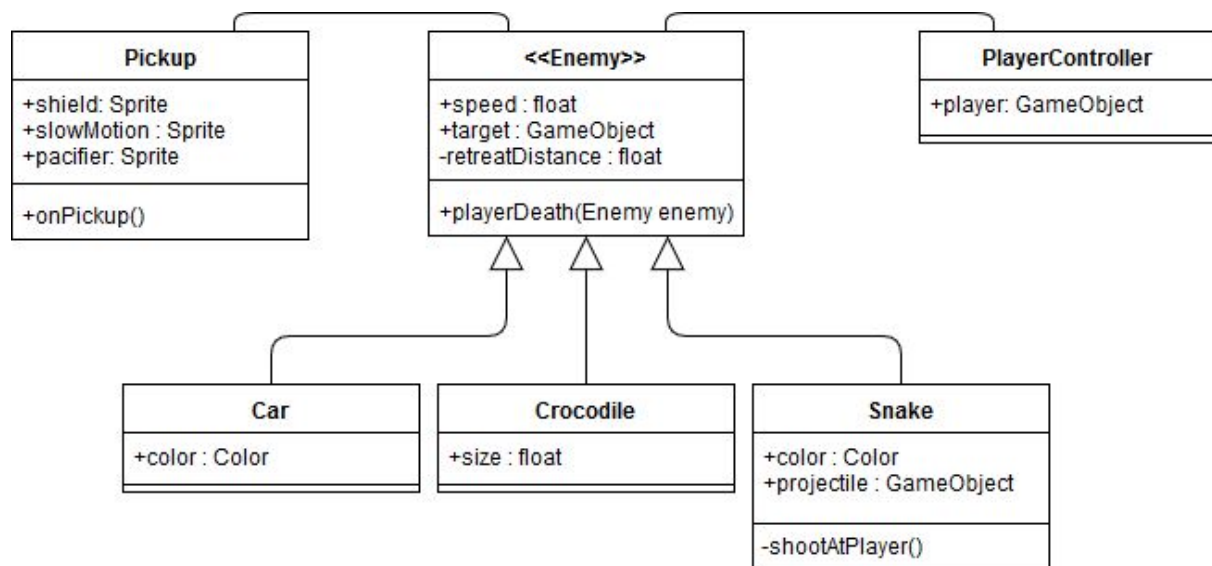
Pickups! You will be able to pick up a shield to protect you from the horrors that is cars and crocodiles etc. I'm also planning to make a pacifier pickup that stops the enemies from chasing you for one level.

Design Strategy

Activity Diagram



Class Diagram



None of the Design Patterns shown on SourceMaking seemed to really fit into my project so I won't be using any of those.