



DESSERT STUDIO

Assignment 4

Frog Escape

Version #0.2

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Evan Pugh

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Frog Escape

I. Version History

v1

- Frog, rock, fly and ground images created
- Scrolling background (to the left)
- Movable frog sprite via mouse y-axis
- Rough introduction screen
- Added a few internal comments

v2

- Updated in-game description and instructions
- Added 100 health to frog and increment of -5hp per hit object
- Added rocks as bad objects that take away health
- Increased speed
- Changed all font size to 35
- Added a few more comments

v3

- Created external documentation

II. Game Overview

You are trying to get away from a hungry snake. You are a frog who seems to have all the bad luck. Not long ago you stumbled upon a hole in the ground and it happened to be the home of a very hungry snake. Now you must get away as quickly as possible.

III. Game Play Mechanics

a

IV. Controls

Mouse control only.

V. Game World

You

VI. Game Progression

A

VII. Characters

Frog: Ordinary frog, aside from the luck it has. Help him escape!

VIII. Non-player Characters

Flies: Not much to look at, but a very useful power-up to help you escape.

Snake: Not too fond of visitors, unless they are on the menu of course.

IX. Enemies

Snake.

Rocks.

X. Story Index