

Frogger 3D

Computer Graphics project - Group 6

Roel Zwetsloot	Gijs Wassenaar	Zilla Garama
rzwetsloot	gmawassenaar	zgarama
4205170	4232380	4217675

October 20, 2014

During the scope of this project we created a 3D frogger game. In the game you are a frog in the migration season and you have to cross roads and fast flowing rivers. You die when you get hit by a car or when you fall in the river. The turtles that live in the river are friendly and they can be used as skipping stones to cross the river. You win when you reach the safe ground on the other side. The key commands are as follows:

Button	Result
Arrow keys	Move player around
Spacebar	Jump
Esc	Pause game

The following URL gives access to all project data. In this map called DELIVERABLE you can find a runnable .exe file and a zip-file with the unity project.

<https://github.com/Fiero99/CG666/tree/master/DELIVERABLE>

1 Game complexity & Main features

As our main feature we chose the 3D example from the project manual. This example is rated THOUGH. We managed to create the complete Frogger game in 3D with all functionality. All objects in the game have downloaded models and textures and thus look realistic. Naturally, we also implemented all minimum requirements. The main features in this 3D frogger game are listed below:

1. Countdown at the start of the game to initialize an interesting level.
2. Lots of moving obstacles, appearing in random time intervals. This ensures a new experience every play.
3. Challenging map complete with downloaded models and textures.
4. Stylish menu screens.