



THE INTERNATIONAL INSTITUTE OF
SUPINFO
INFORMATION TECHNOLOGY



CURSUS XNA : Frogger

Practical Lab.

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Campus Booster ID :
Version 1.0

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1. Project Presentation

Frogger is classic arcade game from the 80's. You control a frog and the goal is to get to the other side of the road

[Source : [Wikipedia](#)]

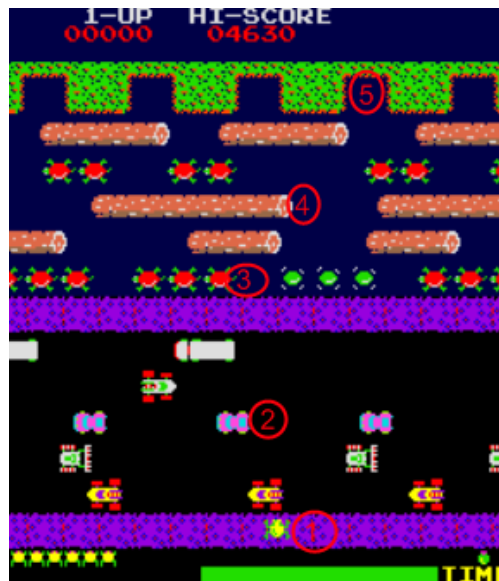
This lab aim is to make a Frogger-like If you don't know Frogger, you can find a complete description here : <http://en.wikipedia.org/wiki/Frogger>. A php implementation: <http://www.1980-games.com/jeux-anciens/jeux-java/frogger.php> (Use 1-5 keys to move)

Your frog move block by block. You have to go in one of the 5 free spaces at the top of the screen. On your road, you'll encounter cars moving from left to right or right to left at different speed. If a car gets over your frog... Well, you get the picture.

Once the road crossed, you'll face a river. Falle in the river and you die. To cross the river you'll have to jump on turtles : if the turtle dive, you die.

You can also use wood logs to cross the river. Beware, if the wood get too much to the right or left or the screen, your frog die.

If the world wasn't hostile enough, you have to cross the road and the river in a limited time.



1. Starting position
2. The road
3. The river with turtles
4. River with logs
5. End space

2. Functional Specifications

You have to do :

- The game previously described.
- 5 level of difficulty
- New enemies (For example, a frog hunter shooting on your frog)
- Best scores and time save
- BONUS : a 2 player game on the same pc

You are free to add any idea you want to the game. Graphical ressources you use can be whatever you want. You can take the original graphics or make you own and change the context (for example, a chicken going home, avoiding foxes...).

3. Technical Specifications

The game must be made using XNA, 1.0 or 2.0 as you want. The game must be playable in window mode in any resolution you want.

4. Grading

Project Respect		/14
Does it work ?		/4
Is it complete ?		/6
Bugs ?		/3
New content ?		/1
Source Code		/6
POO		/3
Source Code Quality		/3
Bonus		/4
2 Player mode		/2
Others (installer, etc...)		/2
Total		/20

5. Time Constraint

Deadlines should be given to you by your SCT. Please check with him for further informations.

Remarque : Any work given after the deadline will not be graded.

6. Sending your project

You have to put all your sources in a zip archive, named after your booster.

Example: 46446.rar.

When archived, send your archive by mail using the following object: [Promo – SUPINFO Site] Id booster – Projet XNA – Frogger

7. Contacts

If you need to communicate with your sct , please use the following object in your mails :

[Promo – SUPINFO Site] Id_booster – Mail Object

Example : [IS2 - SUPINFO Bourgogne] 46446 – Questions sur le cours XNA

Remark : Any mail not respecting the given format will be ignored.