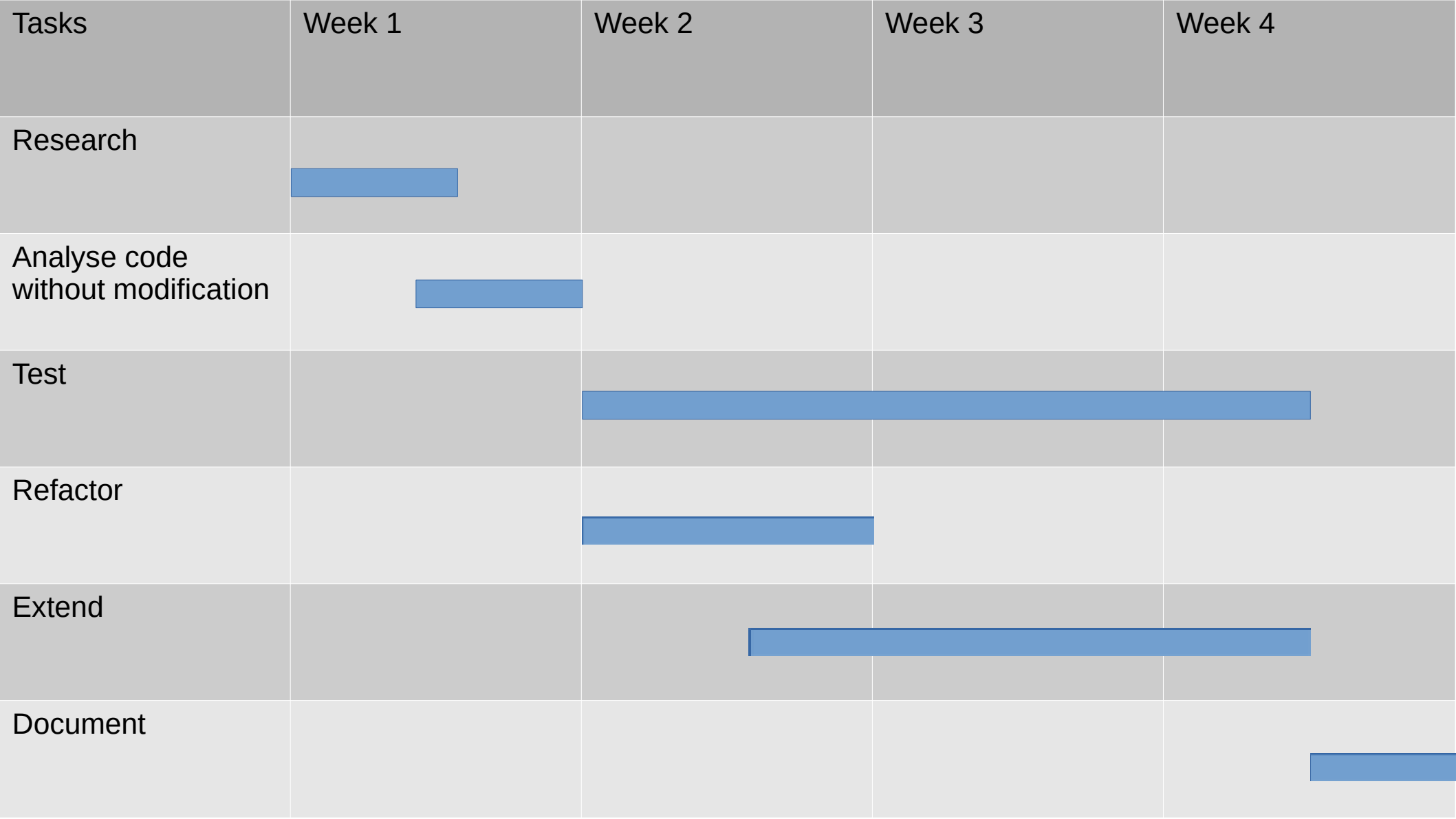
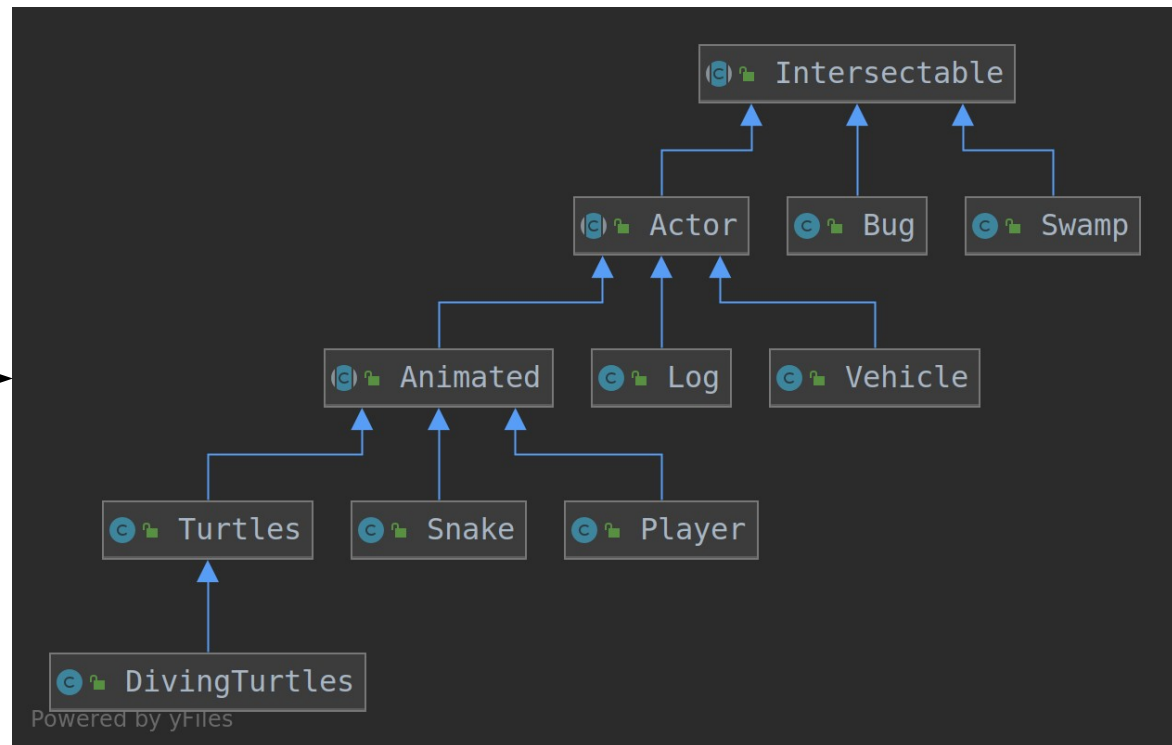
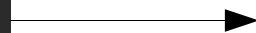
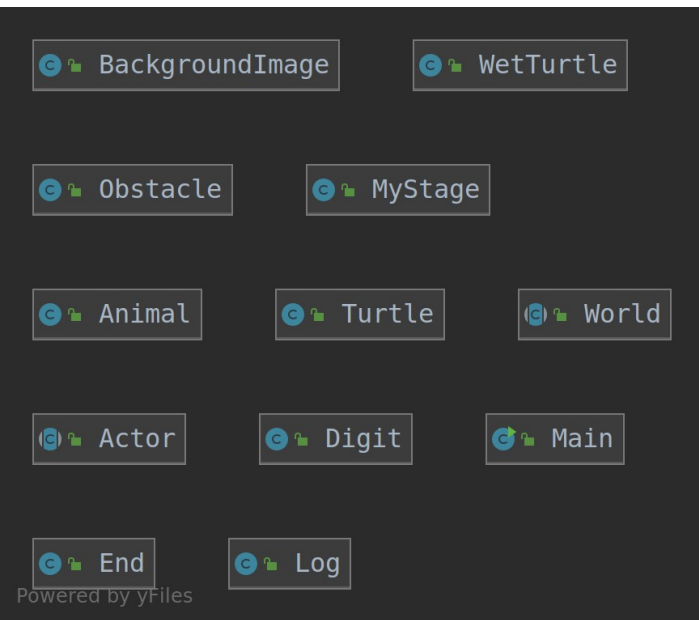


Project planning

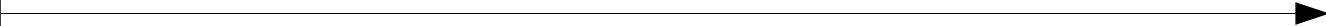
Class hierarchy

Separating concerns





- Actor
- Animal
- BackgroundImage
- Digit
- End
- Log
- Main
- MyStage
- Obstacle
- Turtle
- WetTurtle
- World



- controllers
 - HomeController
 - LevelController
 - LivesController
 - Main
 - MusicController
 - ScoreController
 - SwampController
 - TimeController
 - WorldController
- models
 - Actor
 - Animated
 - Bug
 - DivingTurtles
 - Intersectable
 - Level
 - Log
 - Player
 - ScoreBoard
 - Snake
 - Swamp
 - Turtles
 - Vehicle
- views
 - HomeView
 - LevelView
 - LivesView
 - ScoreView
 - TimeView
 - WorldView

<https://github.com/KyleMaclean/Frogger-Arcade-Game>