Monroy’sMoneyMakers creating New Frogger

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Project Description

The game is a revamp of the classic game Frogger. As the frog manages to get to the other side of the screen, an upgrade screen will be displayed and whether the player was able to get bonuses in that level will determine how many upgrades he can get. The main design remains the same however, many new features were added, including new levels, upgrades, different updated graphics and bonuses on the screen. The code will be written using almost everything learned to date. Classes will make up the majority of the code, each one controlling an individual section of the game. Each class may interact with another class. Together these sections will make up the whole game.

We know everyone would be able to enjoy this updated version of Frogger just as much as the classic version of Frogger was enjoyed when it was first made available to the public.

Software project teams typically have the following minimum five ROLES:

Code Monkeys/Programmers – Christiana & Connor

QA (Quality Assurance) testers - Breeah

UI designers (user interface) - Brandon

Graphic designers – Connor & Christiana

Project manager – Chris