Monroy’sMoneyMakers creating New Frogger

7/8 A

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, various vehicles come across the screen, serving as obstacles. The main design remains the same however, many new features were added, including different updated graphics and objects on the screen. The code will be written using almost everything learned to date. Our group explored polymorphism, an easy way of simplifying an array list. The code includes a start screen, in which the player has the option to start the game or see the instructions. The instructions clearly describe how to play the game. 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