

# Bug Report for Frogger game

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### Bug #1 FIXED

When frog jumps on turtle and log, it dies

When the frog jumps on either the turtle or the log, the frog should move with it

Solution: Typing error

### Bug #2 FIXED

When frog goes to the edge on the left and right it will keep losing lives

This should not be the case as the frog is not hitting anything

### Bug #3 FIXED

When it dies it keeps losing lives

This is due to when the frog dies, it doesn't change position and so keeps hitting whatever makes it die.

Solution: Reset the position of the frog everytime it dies

### Bug #4 FIXED

The frog cannot enter the home to the leftest

From testing, the x position of the house is not at 100, which is where the house actually is. This meant that the frog doesn't recognise it as a home so it dies.

Solution: Append 100 to house\_x array before starting the loop as the loops starts with 300

### Bug #5 FIXED

After the frog has gone into all 5 homes, it doesn't progress to the next level, it just crashes the game.

Solution: The index for checking if the level is completed is wrong as it waits until the frog goes into 6 homes but there is only 4

### Bug #6

Resetting the game after game over breaks the game