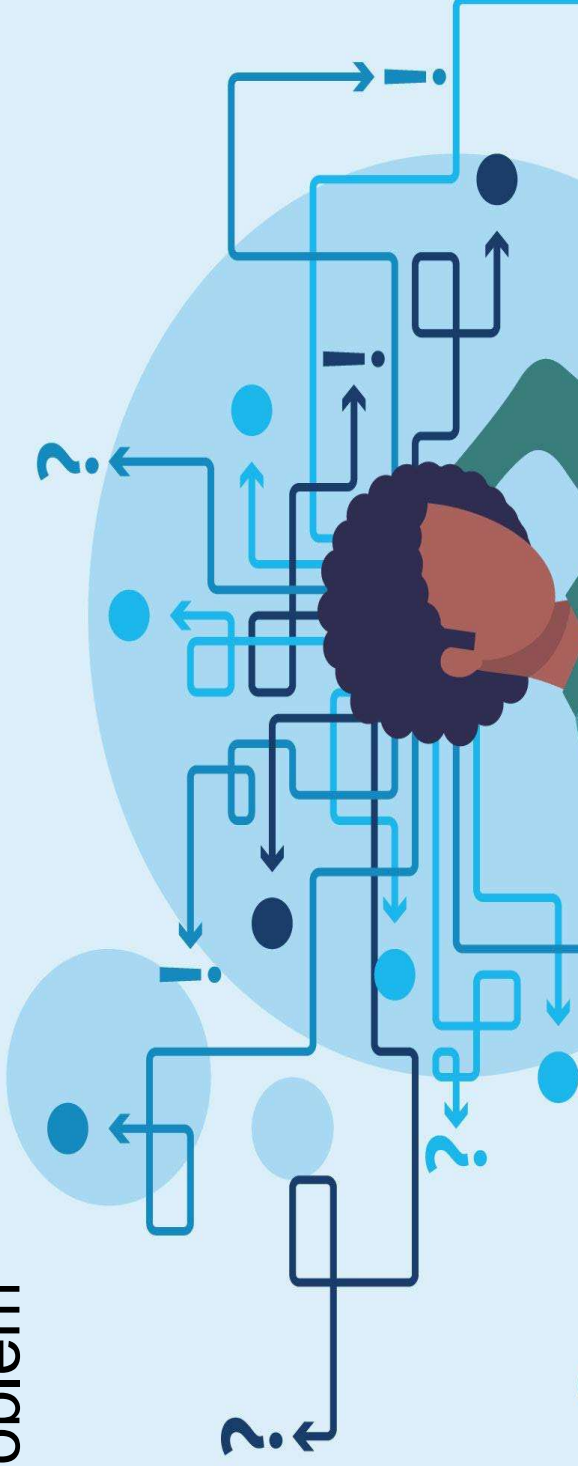# reggie

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Problem

The frog starts at the bottom of the screen; the goal is to get to the top. Use the arrow keys to move the frog. There should be at least three rows of cars/trucks that are going across the screen that the player is trying to avoid. If a vehicle hits the frog, the player loses. If the player gets to the top, display a "You Win!" message, wait a few seconds, and start again with the cars going a little bit faster.

Solution

For our project we would be able to make three rows of three cars and be able to make the frog to move on independently from the cars

```
xLoc = gl.getUniformLocation(program, "xShift");

gl.uniform1f(xLoc, 0.0);

var translationUniformLocation = gl.getUniformLocation(program, "u_translation");
```

```html
<script id="vertex-shader" type="x-shader/x-vertex">
#version 300 es
in vec4 aPosition;

uniform float xShift;
uniform vec2 u_translation;

void main() {
    gl_Position = vec4(aPosition.xy + u_translation, 0.0, 1.0);
    gl_Position.x += xShift;
}
</script>
```

PRESS START

Demo time

Questions