ReadMe:

Submission URL: <https://rushi-bhatt.github.io/>

Video ScreenCast URL : <https://www.youtube.com/watch?v=uSkGrMxSJII&feature=youtu.be&hd=1>

Extra Credit Features:

1. Animate the vehicles to make it seem that wheels are turning (2%)
2. Track and display score (2%)
3. First person Frogger. As the frog moves, a perspective camera moves with it (3%)
4. Add at least one additional vehicle (e.g. I have added the truck in lase lane of the road).Its behavior differs from other vehicles (e.g. different speed) (4%)
5. Sound and music. On certain game events, (e.g. I have added two sounds, one when player dies and one for game over) play a sound effect. (5%)

Other than that, I have also implemented:

1. Shadows and lightings for trucks and advertisement boards
2. Fog effect in the far distance
3. Textures for all the vehicles, wooden blocks and scene objects
4. Game notification popups for game events – player dies, game over
5. Textures are loaded using Base64 image URL instead of img file. So it can work without any kind of cross browser security issue.