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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

**Data Structures & Algorithms for Games & Simulation II**

**IGME 309, Final Project**

**Final Project Definition**

**Due: Friday November 16th (end of day)**

**Project:**

Frogger

**Team:**

Frogger

**Repository Address:**

https://github.com/Sizzle65/Frogger

**Members: (Last names SORTED in alphabetical order)**

Sam Belisle

Shawn Clark

Patrick Geaslin

Lucas Nichols

**Project Description:**

We are making a simplified version of the popular game Frogger. In the game, players will be able to move across the x and z axes using the arrow keys or WASD. They will need to navigate through two types of obstacles. The first of which are cars moving straight across the x axis. If they collide with a car, the level resets and they start over. The second obstacle will be platforms that are moving across the x axis for the player to walk onto, and these will carry the player in the direction they are traveling. During this section, wherever there is not a platform, there is open space. The player must navigate across this section using only the platforms, because if they fall completely off a platform and into open space they fall and the level resets.

**Project objective:**

We expect by the end of this project to have a simple, yet playable game that is akin to the classic game of Frogger. It should provide some sort of challenge to the player and require a healthy mix of good reactions and smart movements.

**Milestone 1 objective:**

At the end of milestone 1, we should have basic character movement across a playing surface, and collision between the cars and the player working.