



Team HOBGOBLIN

List of participants:

Participant:	In the system:	https://github.com
Dilyan Traykov	dilyantraykov	/dilyantraykov
Vladi Vladeff	vladi.p.vladev	/Vladeff
Boris Stoyanov	borisstoyanovv	/TemplarRei
Mihail Mitov	mihailM956	/gregor3637
Dimitar Troyanov	Fonzky	/dtroyanov
Denislav Videnov	dd.videnov	/DVidenov
Aleksandra Yanovska	aleksandra.qnov	/AleksandraYanovska

FROGGER

We've made a console interpretation of the famous 1981 game Frogger. The simple idea behind this arcade game is to lead a frog (or an ASCII smiley face) through traffic, forward to the end of the level. If you get squashed by a car, you... Die, obviously.

We've implemented a life system and a level system – once you get to the end of the level, you get some bonus points and the game speeds up a little (though most of us really sucked at it and mostly got splattered on the asphalt). Upon level up, the frog is reinitiated at the bottom-most point and that's it.

**LINK TO THE GIT DEPOSITORY OF OUR
LITTLE FROGGER:**

<https://github.com/Team-Hobgoblin/Frogger>