Project Frog Puzzle

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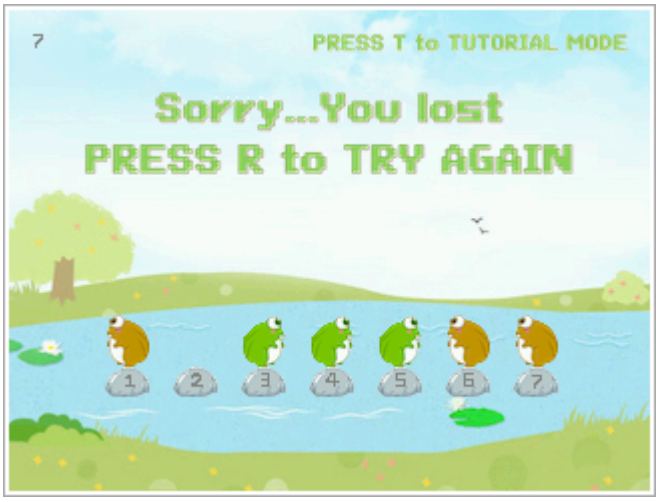
How to operate our project

1. Open FrogPuzzle.c in CPULator or Intel Monitor Program
    - Our project is combined into a single C file: FrogPuzzle.c
    - CPULator: https://cpulator.01xz.net/?sys=nios-de1soc
2. Game Logic:
    - This is a one player game.
    - The goal is to swapped sides of the two sets of frogs. As pictures show below.
    - Initial State 

Win State


    - A frog can move by jumping **forward** to an **adjacent** empty stone, or jumping **forward** and **over only one** frog.
    - Player can control a numbered frog to jump by clicking on the corresponding PS/2 Keyboard alphanumeric keys.
3. Features
    1. Well-integrated **Audio** and Animation
    2. Click R to reset the game **whenever** user thinks a mistake was made.

3. When user enter a state no move can be make, the game enters Lose Page.



   - User can then Retry also by clicking R
   - Or Enter **Tutorial Mode** by clicking T
4. Tutorial mode
   - Tutroial mode has **three** levels
   - Level 1 

Level 3


   - Player can go back to Play Mode by clicking Q after beating any level of Tutorial mode

Attribution Table

Jiahan William Wen:	**Kexin (Alissa) Xiang:**

Jiahan William Wen:

- Build Game Logic in C using terminal I/O
- Convert .png to C array and draw Background
- Handle PS2 Keyboard (clear FIFO buffer)
- Convert .mp3 to C array and implemented Audio

Kexin (Alissa) Xiang:

- Draw static frog and labeled stones
- Restructured to Double Buffering
- Frog Jump Animation
- Display Messages for each game state
- Display move counts for each move