



Computer Graphics

Project Proposal

Team members

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The project idea

- **Idea**

3D Frog Frenzy is a 3D arcade-style video game developed by Webfoot Technologies in 1999, based on the classic Frogger game.

- **Description**

3D Frog Frenzy is a puzzle game where the player controls a frog in a 3D environment. The goal of the game is to navigate through various levels, collecting coins and avoiding obstacles, to progress to the next level. The player must guide the frog through a maze-like environment, which is filled with various obstacles such as cars, rivals, and other hazards.

The frog can avoid obstacles, The frog can also collect coins that are scattered throughout the level, which can be used to increase the time and slow motion of cars.

The game is played using arrow keys to move the frog around the environment. The player must be careful to avoid falling into water, as this will cause the frog to lose a life, The player starts with three lives, and can earn additional lives by collecting hearts that are scattered throughout the levels. As the player progresses through the levels, the difficulty increases, with more obstacles and hazards to avoid. The game also features a timer, which adds an element of urgency to the gameplay.

- **Goal**

The goal of the game is to complete all the levels and earn the highest possible score. Overall, 3D Frog Frenzy is a fun and challenging puzzle game that requires skill and strategy to complete. With its colorful graphics, catchy music, and addictive gameplay.

- Screens

