gameState game

If frogStateIdentifier[0], frogStateIdentifier[1] and frogStateIdentifier[2] == dead

On PausingKEY hit

On PausingKEY hit

Over

Paused

Playing

frogState

If frog[currentFrog] > =edgeOfIslandOneMaxX && frog[currentFrog] <= edgeOfIslandTwoMinZ && frog[currentFrog] >= edgeOfIslandsMinX && frog[currentFrog] <= edgeOfIslandsMaxX && not in collision with tyre

If frog[currentFrog] has collided with a car

Dead

If frog[currentFrog] >minimumSafeZoneX && frog[currentFrog] < maximumSafeZoneX && frog[currentFrog] > minimumSafeZoneZ && frog[currentFrog] < maximumSafeZoneZ

Safe

Crossing

Waiting

tyreStates tyreStatesArray

If tyre <= -tyreMovementXLimit

If tyre >= tyreMovementXLimit

If (i > 2 && i <= 5) || (i > 8 && i <= 11)

TyreGoingLeft

If (i <=2 ) || (i > 5 && i <=8)

TyreGoingRight

frogDirections currentFrogDirection

If frog[currentFrog] >= tyreMovementXLimit

If frog[currentFrog] <= -tyreMovementXLimit

MovingRight

If tyreStatesArray == TyreGoingRight && in collision with a tyre

If tyreStatesArray == TyreGoingLeft && in collision with a tyre

MovingLeft

NotOnTyre

Frog[currentFrog] moved 10 Right

Frog[currentFrog] moved 10 Left

Frog[currentFrog] moved 10 Backward

Frog[currentFrog] moved 10 Forward

MoveForwardKEY hit

MoveRightKEY hit

MoveLeftKEY hit

MoveBackwardKEY hit

Left

Backward

Right

Forward

Reset

frogMovement currentFrogMovement

carStates carStatesArray

If car->GetY() >= 0

If car->GetY() >= 0

If car >= carMovementSlopeXLimit && waitTime >= pauseTime

If car <= -carMovementSlopeXLimit && waitTime >= pauseTime

If car >= carMovementXLimit

If car <= -carMovementXLimit

LeftDownSlope

If i == 0 || i == 2

If i == 1 || i == 3

RightUpSlope

LeftUpSlope

If i == 5 || i == 7

If i == 4 || i == 6

RightDownSlope

CarGoingRight

CarGoingLeft