HOW TO PLAY FROGGER

Main Menu

The main menu allows the user to navigate through five options, including "Start game", "Leaderboard", "Instructions", "Alternate Sprites", and "Quit", using the up and down arrow keys. The intended item can then be selected by pressing the right arrow key. Selecting "Quit" will close the game, "Alternate sprites" will toggle the games alternate sprite set as indicated by the box on the right being filled in or not, "Instructions" will lead to an explanation of the game being displayed, "Leaderboard" will display the top 10 scores in the game and who achieved them, and "Start game" will prompt the user to go to the python shell and enter their name for the game to begin. The user can return to the main menu after selecting "Instructions" or "Leaderboard" by using the right arrow key.

Gameplay

The object of the game is to get the highest score possible by proceeding upwards with your frog while avoiding obstacles, such as trees, traffic cones, and moving traffic, and hopping on logs, lily pads, snakes, or hard hats. This is all done using the arrow keys to move the player in the corresponding direction. Note that you may only backtrack down one tile and any further movement will be blocked by the screen scroll. Each tile moved upwards is worth 100 points and the total will be displayed in the top right corner of the screen during gameplay. The player's character will die if it makes contact with a car, contacts water without being on top of a lily pad or log object below, or if a log takes the player character off the screen. When the game ends, the user is taken back to the main menu where, if they scored high enough, their name and score will be displayed on the leaderboard.

OTHER NOTES

Ensure that all sprite and sound files are stored in the same directory as the python file to run the game properly.