

Period 1

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Frogger

Description:

Overview:

- Frogger is a single player game where you move through a series of obstacles, gaining points the further you go. Obstacles can be on the road (cars, buses) or in the water (you have to jump on moving logs or lily pads)
- The settings and obstacles are intended to be randomly generated and infinite, with increasing difficulty the higher your score
- If time allows, additional game modes and functions will be added

Current Features:

- Functioning random generation of backgrounds, logs, and cars/buses
- Functioning log and car/bus obstacles
- Difficulty increases
- Frog controlled by the player
- Images for frog (poses and death), logs, and cars/buses
- Functioning score-keeping

Features planned for the final version:

- Lily pad obstacles
- Background graphics (water and road)
- Improved score-keeping
- Improved menu

UML Diagram:

