

Period 1

Clay Ditmarov

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 (moving logs)
- The settings and obstacles are randomly generated and infinite, with increasing difficulty the higher your score

Features:

- Random generation of backgrounds and obstacles
- Scorekeeping tells you your current and highest score
- Difficulty incrementing (increases every 10 points, but can also be increased by the user by pressing t)
  - Obstacles become faster, logs further apart/smaller and vehicles closer together
- Menu (how to play) and start screen
- Restart button
- Player-controlled frog
- Multiple frog poses
- Background and icon textures
- Background music and sound effects (different sounds for drowning, being hit by a car, and having the difficulty go up)
  - This requires the external Sound library to run
  - All music and sound effects are taken from freesound.org, except the death noise which was voiced by Mr. Wan

How to play:

- Use the w, a, s, and d keys to move up, left, down, and right
- Press r to restart
- Avoid obstacles (cars and buses) and do not fall into the water
- Travel up to gain points
- The further you go, the higher your score, and the higher the difficulty
- Score does not begin to increase until you are out of the start zone

## UML Diagram:

