

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
- Functioning log and car obstacles
- Increase difficulty function
- Frog controlled by the player
- Images for frog (poses and death), logs, and cars

Features planned for next week:

- Bus and lily pad obstacles
- Background graphics (water and road)
- Functioning score-keeping

UML Diagram:

