Steps to finish Frogger

1) Do lab40 in T21 (make your own car).
2) Then work with your group leader to make your car into a class. They will do most of the work on this step. (lab45 - lab57)
3) When your group leader is done, they will give you a base code that has your car in it. Then jump to step 5).
4) If you want to use someone else's car, Go into T21
   a) into the Frogger folder
   b) then into the "Final Cars ready for Frogger" folder
   c) pick a car that is in there and copy the folder to your desktop
   d) do all your work in that copied folder
5) Make an Emoji (happy face) object in starter.java. The code is already in the base code, you just have to construct an Emoji and use it. Emoji has the following methods/constructors:

   a) constructor:

      new Emoji(x,y,width, height)

   b) Methods:
      i)   getX()
      ii)   getY()
      iii)   getWidth()
      iv)   getHeight()
      v)   translate(x,y)
      vi)   grow(x,y)
      vii)   fill()
      viii) crash(Car) //see below

2) Move your Emoji object around with wasd (sort of lab64)
3) Make highways and center strips (sort of lab65)
4) The next step depends on how far you got in T21 BEFORE you started Frogger. If you got to lab23, then repeat lab23 using the car instead of a rectangle. Note that there is already one car made for you in your starter.java file. Use it to recycle.

5) If you did not make it to lab23 before switching to Frogger, look in Frogger's subfolder called "howToRecycle" for an example on how to move your car forever.

6) The Emoji class has a method that detects collisions called *crash*

Its header is: public boolean crash(Car v)

Note that the method returns a boolean. So this method should be used with an *if* statement.

7) Use a System.out.println to test a crash between your car and the Emoji.

8) Make your game...add more Cars! For each Car, follow the same pattern as the first Car given to you in the starter.java file.