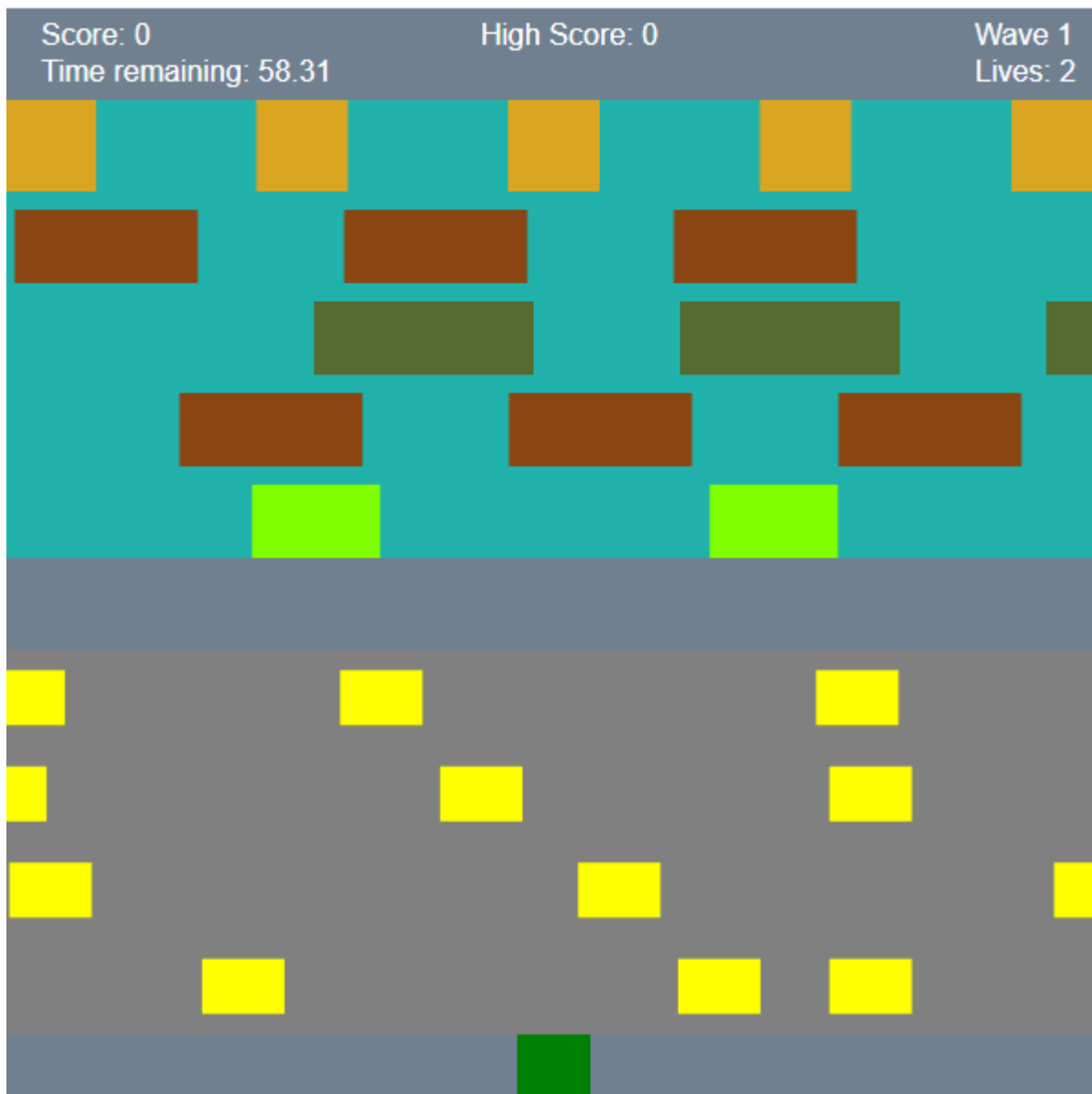


### Instructions on how to play the game



#### Basic Overview

- 1) During each wave, the frog has 2 lives (including the one frog spawned with). When frog lives reach 0, game over.
- 2) Get the frog to the destinations as fast as possible as there is a time limit of 60 seconds. Failure to do so will result in a life being deducted.
- 3) Avoid the cars on the road as each collision will result in one life being lost.
- 4) On the river, collision with a river and nothing else will result in a life being lost. Use the game objects on the river to reach the destinations.
- 5) When all 5 destinations are reached by the frog, a new wave begins with faster moving game objects. Time and frog lives will be refreshed. The higher the wave, the more points are obtainable by reaching the destinations.

### Conditions that will make frog lose a life

- 1) Collision with any car on the road
- 2) Frog goes out of the map by sitting on the river objects for too long
- 3) Frog touches the river and nothing else
- 4) Frog jumps on a turtle while it is underwater
- 5) More than 60 seconds is spent on the current wave in progress

\*Every time a frog loses a life, it will be teleported back to spawn

### What each rectangle means



This represents our frog. Move this to destinations to score points



This represents the road. Perfectly safe to traverse.



This represents a car. Avoid this at all costs.



This represents the river. Touching this without anything else makes the frog drown and thus remove a life.



This represents a turtle. When it is green, the frog can stand on it to get to the destinations. When it is beige, the frog can still stand on it, but it is warning the player that it will go underwater soon. When it is red, the frog cannot stand on the turtle as it is underwater or else a life will be deducted.



This represents a plank. Our frog can jump on it, so use this to move the frog to the destinations.



This represents a crocodile. The frog can stand on it except at the head, which is at the right most side of the crocodile. If the frog stands on the crocodile head, a life will be deducted.



This represents a destination that the frog should reach. Once reached by the frog, the score will be increased. When reached, the destination will become red, which means that the next time the frog tries to reach the same destination again, the frog will die, and a life will be deducted. Reach all 5 destinations to proceed to the next wave.