

= Frog Fractions =

Frog Fractions is a 2012 browser game developed by Twinbeard Studios , a company composed primarily of founder Jim Crawford . The game , released on October 25 , 2012 , has been described as a spoof of the edutainment game genre . In the game , the player begins by controlling a frog to eat bugs and defend fruit . Later on , the player may spend points on upgrades to improve their frog 's abilities . The game does not actually teach the player about fractions ; the player 's score is given in fractions , but no knowledge of them is necessary to play .

= = Gameplay = =

Frog Fractions begins with a frog sitting on a lily pad . The player controls the frog , and must use its tongue to attack insects , while collecting and protecting fruit . The game later introduces upgrades that the player may purchase , including lock @-@ on targeting , a cybernetic brain , and a flying dragon . When the player collects enough fruit , they can buy a warp drive , which lets them ride their dragon through an asteroid field to Bug Mars , where the player then battles an alien robot squid . The player is then sent to Bug Court , where they sign their work visa . The player then travels under the water below Bug Mars , while listening to a narrated history of the creation of boxing . At the end of the maze , the player activates a spaceship , and must complete a text adventure game to return to Bug Mars , where the game appears to end (actually fake credits) . Upon returning , the player runs for president in a music simulator game . Regardless of how well they perform , they succeed in being elected president , and must complete a business simulator manufacturing bug pornography to unlock further upgrades . Once all required upgrades are collected the game concludes . The game takes about one hour to complete .

= = Development = =

Crawford originally created Frog Fractions to entertain his friends , and to see their reactions when they first played it . Later on , he felt that with the indie genre taking off , Frog Fractions was taken more seriously among gamers . Crawford noted that although critics often described the game as a satire on old educational games , he never intentionally developed Frog Fractions with that in mind . Instead , Crawford explained that Frog Fractions had an educational theme because of the name 's alliteration , and because he considered educational games a part of his youth .

Originally , Frog Fractions included tutorials to teach the player how to progress through the game . However , after Crawford asked his friend Tim Ambrogi to play test the game , Ambrogi stated that he did not want to read any of the informational popups that appeared throughout the game because he was too busy focusing on the gameplay . Crawford added transitions that made the game feel like a " dream @-@ like progression " , which he believed would better appeal to players . For transitions in the game 's latter half , Crawford wanted the transitions to entertain players more , rather than attempt to make any sense of the game 's story . PC World complimented Frog Fractions for using the transitions to draw connections between each scene to add a feeling of consistency , despite the often strange transitions that take place .

In order to make money from Frog Fractions , Crawford first sold the game 's soundtrack , with part of the proceeds going to the game 's music team . He later decided to sell T @-@ shirts containing jokes from the game in order to benefit its art team . While developing Frog Fractions , Crawford said that he came up with a lot of other video game ideas , but he then realized that he could implement them immediately into Frog Fractions rather than start a new project , due to the game 's unpredictable nature .

= = Release = =

Crawford released Frog Fractions earlier than he wanted , when he sent an incomplete version to the 2013 Independent Games Festival as a " Main Competition Entrant " but was told that he

needed to increase the game 's popularity before it would be accepted . Subsequently , he let Gamasutra editor and popular Twitter user Brandon Sheffield play the game , who enjoyed it so much that he shared it with his more than 3 @, @ 000 Twitter followers . Within a day , tens of thousands of people had played the game .

After the game 's release , players began requesting new features , such as more updates , a high definition version for tablets and smartphones , and a sequel . Crawford is interested in developing a high definition version in which he could include some leftover ideas , but admits that he is unsure if this will ever materialize . He notes that he created Frog Fractions to gain visibility for himself rather than to profit from it . Frog Fractions has been described as being possibly the " greatest game of all time " by Rock Paper Shotgun , who credit the wild range of gameplay mechanics . It has also been called " the most deranged thing you 'll play this year " by Eurogamer , and " either the best or worst piece of math edu @-@ tainment in history " by the Gameological Society . The game won Giant Bomb 's " URL of the Year " award for 2012 . In March 2014 , Twinbeard launched a Kickstarter campaign to crowdfund the development of a sequel entitled Frog Fractions 2 .

= = Sequel = =

Frog Fractions 2 is a sequel to the free , browser @-@ based game Frog Fractions , which was developed by the game studio Twinbeard , founded by Jim Crawford . In the style of the original , Frog Fractions 2 is intended to have hidden elements that will reveal themselves to careful players . Crawford stated that Frog Fractions 2 would be released publicly without any announcement from himself or Twinbeard , and it will be the players ' job to find it . The lead @-@ up to discovering the game is the subject of a multiple @-@ year ARG , or Alternate Reality Game , and the subject of much media attention . Eventually , the game will be available as a downloadable standalone program for Windows , OS X , and Linux .

= = = Funding and development = = =

The potential future existence of Frog Fractions 2 was announced as part of a Kickstarter campaign . The campaign was started in March 2014 and was funded and complete on April 11 , 2014 , exceeding its original goal of \$ 60 @, @ 000 , for a total funded amount of \$ 72 @, @ 107 with 2 @, @ 571 backers .

A video accompanying the Kickstarter page held a series of clues that led interested participants to find out more information about where Frog Fractions 2 would eventually appear on the internet . These clues have been discussed and analyzed in online forums , and there have been a few attempts to summarize early puzzle in the ARG . Although the ARG is a critical part of the eventual revelation of Frog Fractions 2 's release , it is a large , collaborative effort to solve the puzzles written for it , and is functionally a different game than the downloadable version promised in the Kickstarter campaign .