

Frog simulator

Help Mr. Frog land on the ground. If he falls too hard, you will lose the game. You can move Mr. Frog around with the keys A, S, and D. Use the S to control the jumps.

Planning:

- ☐ Draw the frog
- ☐ Draw the flowers
- ☐ Make the start screen
- ☐ Make the result screens (win/lose)
- ☐ Make the frog fall
- ☐ Make the frog movable
- ☐ Write the if statements regarding the game itself, starting with the frog falling, then the acceleration part.
- ☐ Write the if statements regarding the winning, losing, and start screens.