Bug Reports assignment 3

# Bug 1

Summary: Lives drained when frog hits car / falls into lake.

Description: Once the frog has been hit by a car, the death animation is displayed. Afterwards it seems that the frog briefly reappears, another life is lost, and the process repeats again until all lives are lost.

What should happen: The frog should return to the beginning of the level with one life lost.

To reproduce: Get the frog to be hit by a car.

Explanation: When the frog is hit / falls in the water, the position of the frog is never reset, so it continually dies until the player runs out of lives.

Solution: After the frog has died, and the death animation has played out, the reset\_position() function in the model can be called.

In view:

**def** check\_undead(self, time\_now):

**if** time\_now - self.died\_time < 1:

#still dead

**return**

self.dead = False

self.frog.reset\_position()

self.canvas.delete(self.items[0])

self.items.clear()

self.draw()

# Bug 2

Summary: Frog cannot hop onto the turtles.

Description: When the frog hops onto a turtle, the game seems to act like it has hit the water and the frog dies.

What should happen: The frog should be able to sit on the turtles.

To reproduce: Attempt to get the frog to hop onto the turtles.

38