Class Diagram for Frogger:

Hitbox:
- get_coords
- get_p
- move_box

Frog:
- movement

User:
- get_name

Turtle:
- turtle_movement
- turtle_collision1
- turtle_collision2

Car:
- car_movement
- car_collision1
- car_collision2
- car_collision3
- car_collision4

Display:
- _generate_starts
- _generate_rivers
- _generate_lines
- generate_field

Logs:
- get_window
- get_logs
- is_collision1
- is_collision2
- log_movement

SafeZone:
- frog_collision1
- frog_collision2

PlayerRecord:
- read
- _verify
- write

Game:
- run

ScoreDisplay:

HomeScreen:
- user_options
- action