

# Frogger Bugs

## Bug 1

There is a bug where the frog will die in the water, regardless of being on a turtle/log or not. It is because of a typo in `fr_model` where `on_log = log` is mistyped as `on_long = log`.

## Bug 2

There is a bug where the frog does the reset to the original position when it dies. To fix this, I added a line `"self.frog.reset_position()"` to the line `new_life`.

## Bug 3

There is also a bug where the game does not end when the timer runs out. To fix this, I added an `else` statement to the timer so it calls `game over` once the timer ends.