Instructions

1. Welcome page

Text

Description automatically generated with medium confidence

1. Start of the game.

The game starts with the velocity of the frog as 0 and the initial score as 0.

Chart, scatter chart

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1. If the mouse is clicked when the frog is near the fly, then the score increases by 1 and if we miss it then it decreases by 1.

Graphical user interface, application

Description automatically generated

Chart, scatter chart

Description automatically generated with medium confidence

1. The velocity of the frog keeps increasing until 18 by a factor of 1.1 each time the player scores a point.

Graphical user interface, application

Description automatically generated with medium confidence

1. If the player begins the game, scores at least a point and then loses points such that the scores becomes zero, the game will stop and ask the user to take a break and restart the game.

Text

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