Prerequisites:

1. Prior C++ knowledge.
2. SDL library
3. Microsoft Windows
4. Some random computer from the last 15 years or so.

Description:

We will be making a game based off of frogger. It will be pretty much a clone of it except that it will be coded in C++ with SDL and the graphics won’t be necessarily the same.

The game will have a frog which moves up, down, left and right, a road with cars, a lake with logs and you basically need to move the frog upwards without being hit by a car or falling in the lake until you reach a safe spot on the other side of the river. The logs also carry the frog in the left or right direction. We will include lives and a timer to raise the difficulty, maybe points too. The game is complete when you insert 5 frogs on the other side of the river.

Basic requirements:

The base functionality needed to complete the game has been mentioned above along its description.

Additionally, we will include a menu. The frog will be animated.

Optional requirements:

* Sound
* Increasing difficulty
* Crocodile
* Turtles
* Animate extra objects

Workload split:

Rositsa Karapetrova - Developer 1, Game core functionality (physics)

Martin Boev – Developer 2, Asset designer + Asset implementation

Viktor Yankov – Developer 3, Level Builder, Core game structure