**PART 11**

**DUE**

**OCT 10**

Project Submission

You will be provided with visual assets and a game loop engine; using these tools you must add a number of entities to the game including the player characters and enemies to recreate the classic arcade game Frogger.

**Evaluation**

Your project will be evaluated by a Udacity reviewer according to the [**Classic Arcade Game Clone Rubric**](https://review.udacity.com/#!/projects/2696458597/rubric). Be sure to review it thoroughly before you submit. All criteria must "meet specifications" in order to pass.

**Submission**

* The master branch is the default Github repository branch. If you wish to submit another branch, you'll need to set it as the [**new default branch**](https://help.github.com/articles/setting-the-default-branch/) inside your Github repository.
* When you're ready to submit your project go back to your [**Udacity Home**](https://www.udacity.com/me), click on Project 4, and we'll walk you through the rest of the submission process. Due to the high volume of submissions we receive, please allow up up to **7 business days** for your evaluation to be returned.
* If you are having any problems submitting your project or wish to check on the status of your submission, please email us at **frontend-project@udacity.com** or visit us in the [**discussion forums**](http://discussions.udacity.com/).

**What's Next?**

You will get an email as soon as your reviewer has feedback for you. In the meantime, review your next project and feel free to get started on it or the courses supporting it!

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**Useful Link**

* [**Udacity Front End Nanodegree JavaScript Style Guide**](http://udacity.github.io/frontend-nanodegree-styleguide/javascript.html)