Team GSJ
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CSCI 205 Final Project
Frogger CRC Cards

Class: Frog

Responsibilities:	Collaborators:
-looks like a frog using a frog image -set size of frog -set starting position of frog -knows its location -can change its location -knows its size -can get on waterObject -knows if it is on a water object -can restart to bottom of the screen -can move to a new level	-ImageView

Class: MovingObject

Responsibilities:	Collaborators:
-set height and width -set starting x and y positions -show up on screen -move -create path -create path transition -knows the path -knows the path end -knows its size -knows its location	-Path -PathTransition

Class: River

Responsibilities:
-add movingObject to the river
-remove water objects from the road
-Knows current number of water objects on the river
-knows the water objects in the river
-knows which direction the objects move

Collaborators:
- movingObject

Class: FroggerModel

Responsibilities:
-create all car paths for the game
-create all waterobject paths for the game
-creates all lily pads for the game

Collaborators:
-LilyPad
-WaterObjectParh
-CarPath

Class: FroggerController

Responsibilities:
-connect view and model
-updates frog position when keys are pressed (up, down, left, right)
-bounds the frog to the bounds of the pane
-starts the movement of the cars and waterobjects
-checks for collisions of the frog and cars/water objects
-restarts frog when collisions occur and takes away one life
-ends game when all lives are gone

Collaborators:
-FroggerView
-FroggerModel

Class: FroggerMain

Responsibilities:
-creates frogger model, view, and controller
-creates scene
-updates the GUI
-handles when the keys are pressed to move the frog
-launch GUI

Collaborators:
-FroggerController
-FroggerView
-FroggerModel

Class: FroggerView

Responsibilities:
-creates the root
-adds graphical elements to
screen (frog, paths, lives in
corner of screen)
-adds score to GUI
-creates end screen

Collaborators:
-Frog
-FroggerModel
-Car
-CarPath
-WaterObjectPath

Class: LilyPad

Responsibilities:
-creates the lilypad image
-knows whether it is occupied
-sets its position

Collaborators:
-imageView

Class: MainMenu

Responsibilities:
-creates opening menu
-adds level options
-adds button
-adds progress bar
-starts game

Collaborators:
-FroggerModel

Class: HighScores

Responsibilities:
-retrieves high scores
-sets high scores
-returns high scores

Collaborators:
-highScores.txt