Discuss with your project partners and decide on a game that you would like to implement. Understand the requirements for the game that you are building, determine the scope, and create a requirements statement. Also follow PSP1 Planning script provided in Assignment 8 (Week 5) and go through the planning process. Create all the scripts specified in the exit criteria of the PSP planning script individually for the tasks you are working on. Sample requirements statements are provided at the end of this document for the Checkers and TicTacToe. You are not allowed to choose Checkers and TicTacToe as the game for your project.

With this program we decided to choose Frogger. Since we chose Frogger we obviously have to build visual representations for the game. The opponents/obstacles will not have any sort of AI. It will just be based off a collision system and interaction between the objects. It will not be multiplayer it will be solely single player with multiple people able to access the game.

Requirements

* Frogger(Character, input, HUD)
* Game Mechanics(Collision detection between frogger and the objects and whether he’s at start or finish, lives, and bonus features)
* Levels(Changes to the program that happens as users get better at the game)
* Start & Finish
* Score Recording.
* GUI Interface
* Menu(Including informational sections – scores, controls, etc)

Objects

* Frogger
* Cars
* Trucks
* Logs
* Animals
* Trees
* Bonus Sprites
* Map
  + Start
  + 3 Car lanes
  + 1 Medium Point
  + 3 River Lanes
  + Finish Point

Interaction Points

* Menu – Mouse/Keyboard (Arrow Keys)
* Game Screen – Keyboard (Up Down Left Right) (WASD or Arrow Keys)
* Score Recording – Keyboard (QWERTY)

Game Goal

For Frogger to make it from start to finish without being hit by cars, animals, trees, or falling in the river.

Game End

* Frogger Collides with an object
* Frogger finishes
* User quits