

# Prototype

Group 4: 3D Neave Frogger

## Group Members:

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## Additional Features:

1. More detailed texture of the object should be added, such as frog, cars, rafts, road and water.
2. A car class.
  - a. This should store the position, direction of the movement, speed of the movement.
3. A raft class.
  - a. This should store the position, direction of the movement, speed of the movement.
4. Animation of the cars and rafts.
5. Timer of the game (Time limit of the game)
6. Basic lighting is implemented at this stage, but more complex light should be implemented in the next stage.
7. Frog's life counter will be completed in the next stage.
  - a. In some situations, the frog will lose life.
    - i. hit the cars
    - ii. fall into the river
8. A high-score file.

## Available Commands:

1. Press 'g' to turn on or off the god mode
  - a. If god mode is on, then it is god perspective
  - b. Otherwise, it is frog perspective(default perspective).
2. Press RIGHT arrow button to move right.
3. Press LEFT arrow button to move left.
4. Press UP arrow button to move forward.
5. Press DOWN arrow button to move backward.
6. Press 'q' or 'esc' to termination the program.