**Final Project**

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**Purpose/Description:**

The object of the game is to hop as many frogs to safety as you can and to score the most points along the way! Home may look like it's only a hop, skip, and a jump away, but looks can be deceiving. First, there's a dangerous highway to hop across, full of fast moving cars and trucks. Then there's a swirling river to leap. How's Frogger going to get home safely! By letting you hop him on his way, Guide Frogger safely through this perilous journey, and you will jump for joy! Each time you bring 5 frogs home, you will hear a short tune. Then the game will continue at a more difficult level with your remaining frogs. The traffic will be more difficult to cross. There will be fewer floating objects on the river. The game is over when 0 frogs are left.

**Classes and their purposes: Attached**

**Class Diagram: Attached**

**Reference:**

BGM and Sound effects are retrieved December 6, 2016, from

<http://bgmstore.net/search?q_type=title&q_mode=general&q>=

Spite images are retrieved December 6, 2016, from

<http://excamera.com/sphinx/gameduino/tutorials/frogger1.html>