## CS1372 Summer 2009 Homework 4: Frogger

This Assignment is due via T-Square Thursday, June 11 at 11:55pm

## Purpose

This assignment is to make sure you have an understanding of bit operations, program flow, and structures. It will also quiz your knowledge of classic arcade games.

## Instructions

Write a clone of the game Frogger for the GBA. Your gameplay must include the following:

- 1. One road and one river with a median in between. The median is a safe area where there are no cars or logs.
- 2. The road and river should have at least three lanes of objects. At lease one of the lanes shold have traffic moving in the opposite direction of the other.
- 3. Just like in the real game, getting hit by a car loses a life. In the river, falling in loses a life. So, in the river, the frog must move on top of the logs.
- 4. The player should have at least three lives.
- 5. Finally, there must be at least four "goal" spaces at the top. The game is won when each space is filled with a frog. The game is lost when the player loses all lives.

For program structure, you should include the following:

- 1. Structures for the logs and cars.
- 2. Auxiliary function for performing common tasks.
- 3. Clear segments in your code for performing different tasks.
- 4. More than one C file.
- 5. COMMENTS!
- 6. MORE COMMENTS!
- 7. Modes 3 and 4.
- 8. A title screen which wait for the user to press start to begin the game.

Submit all C files, header files, and your makefile on T-Square.

As before, include the following in the top of your main file:

```
// Name:
                                           //
// Prism Account:
                                           //
// Collaboration:
   "I worked on the homework assignment alone, using only
//
//
     course materials."
                                           //
//
                                          //
   "I received outside aid on this assigned from the following
//
                                           //
    person(s):
```