

Frogger Grade Sheet

- _____ (10) Frog can move in all 4 directions.
- _____ (15) Trucks are generated by a tunnel at a reasonable rate.
- _____ (10) Trucks are absorbed by a tunnel at the end of the road.
- _____ (15) Frog is killed by a truck running over him or by jumping onto the truck.
- _____ (15) When the frog dies, it changes to a “dead frog”, the user sees a message that tells him/her the game is over, and the game re-sets.
- _____ (20) The frog wins when he arrives at the grotto, the user is notified and the game resets.
- _____ (15) Effort is put into drawing the agents.

Bonus Points

- _____ (5) Frog can't run across the tunnels to win.
- _____ (5) Agents are creative (i.e. not the standard frog, truck, etc.)
- _____ (5) When the frog wins, the depiction of the frog changes.
- _____ (5) 2 types of trucks generated from the same tunnel.
- _____ (10) Frog changes to face the direction it's moving.
- _____ (5) There are sounds in the game.
- _____ (5) There is a river with logs/turtles that are generated on one side and absorbed on the other.
- _____ (5) The frog dies when he lands in the river.
- _____ (15) The frog can jump on logs/turtles to get across the river.

Required Points: _____ / 100

Bonus Points: _____ / 60

Total: _____ / 100



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