



The Frog: The Frog is cursor controlled: dies if it gets hit by a car/truck: sinks in the water: celebrates game over when it reaches the Grotto (end of level)

Behavior: Frog

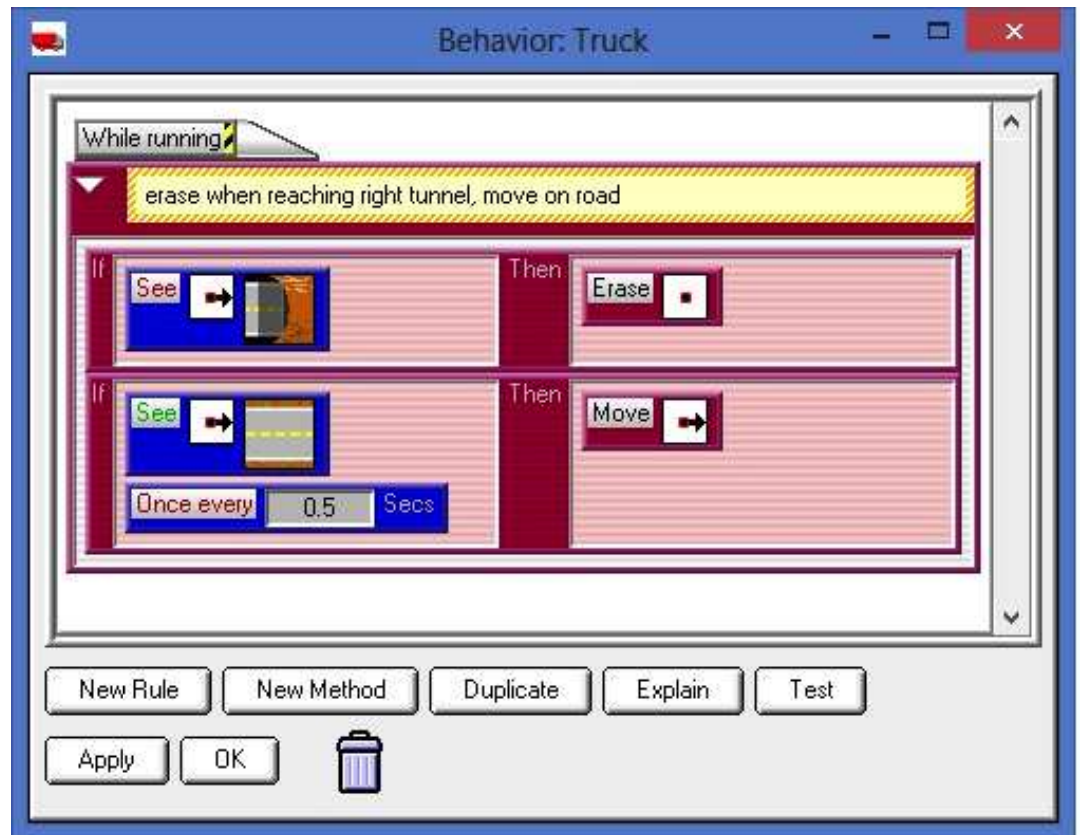
While running

- drown on water or disappear when attempting to cheat by walking over tunnels or log/turtle makers
- game is won when on top of grotto
- get squished by truck
- cursor control movement

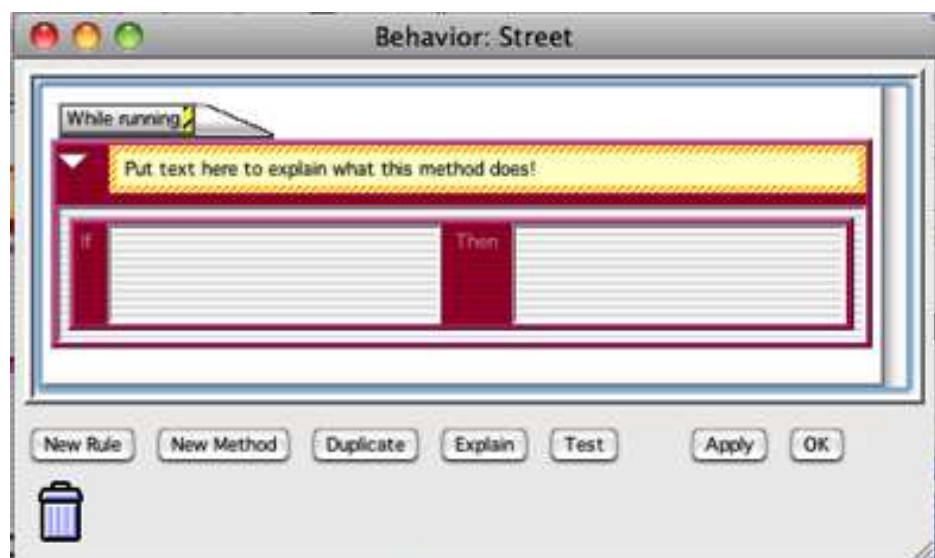
Condition	Action
If See [Truck]	Then honk Change [Image] Wait 1 Reset simulation
If Stacked immediately above [Water]	Then I cannot swim! Wait 1 Reset simulation
If Stacked immediately above [Grotto]	Then I made it! Wait 1 Stop simulation
If Key [Up]	Then Move [Up]
If Key [Left]	Then Move [Left]
If Key [Right]	Then Move [Right]
If Key [Down]	Then Move [Down]

New Rule New Method Duplicate Explain Test Apply OK

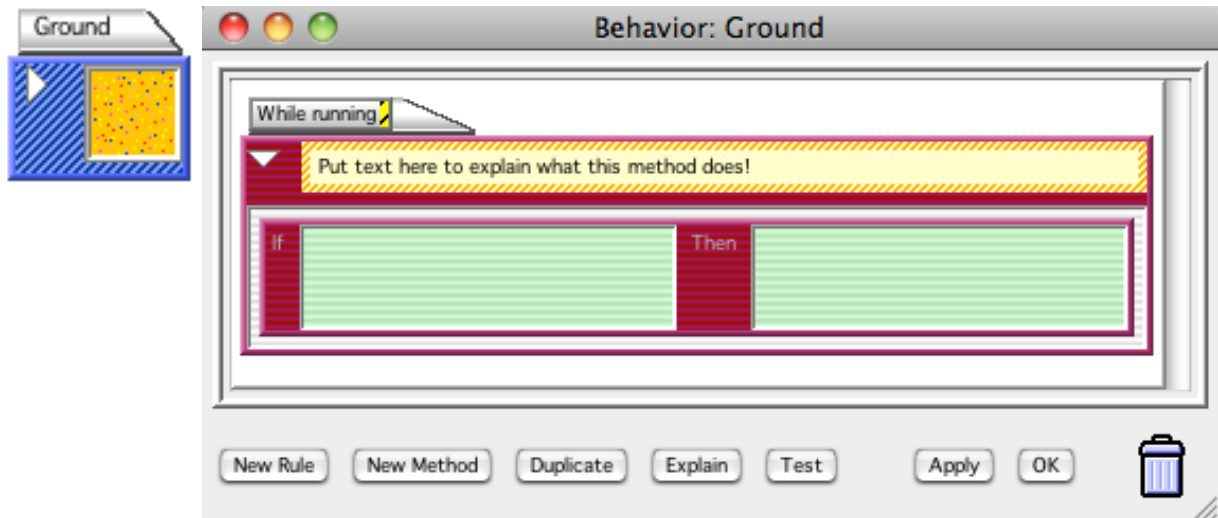
The Truck: Trucks moves from left to right: it erases itself at the end of the street.



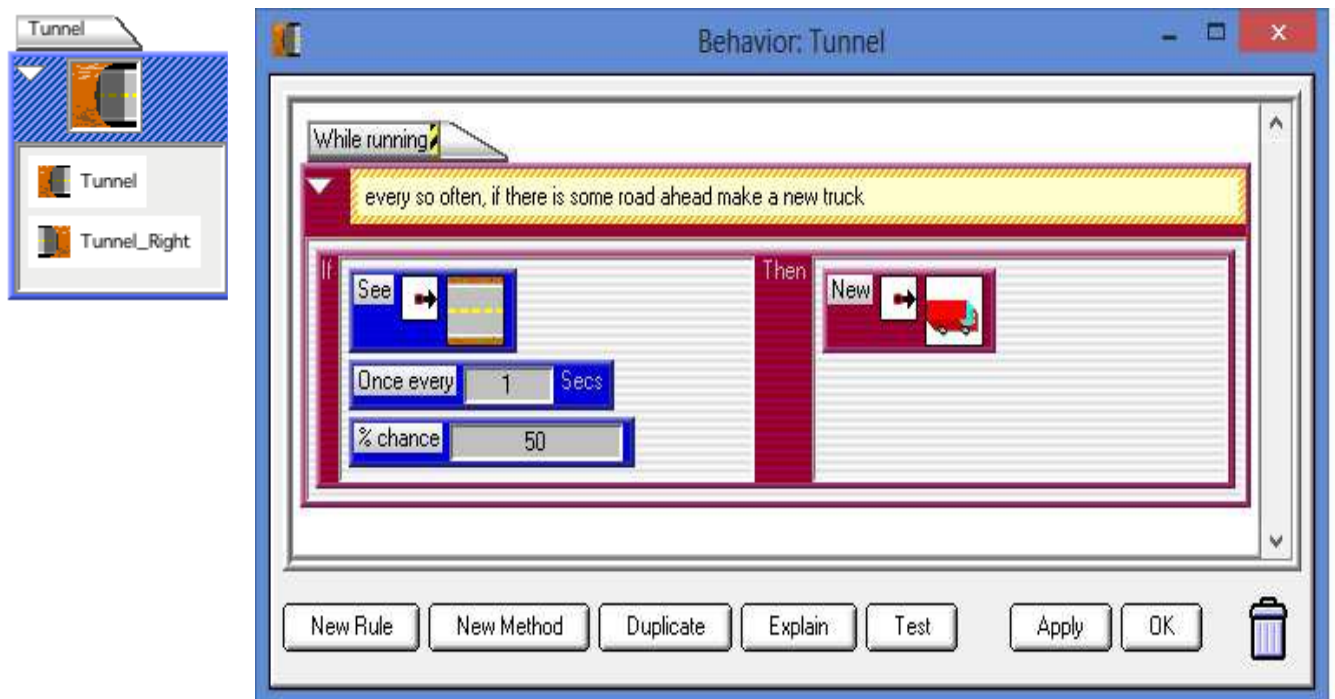
The Street: The Street is only a background.



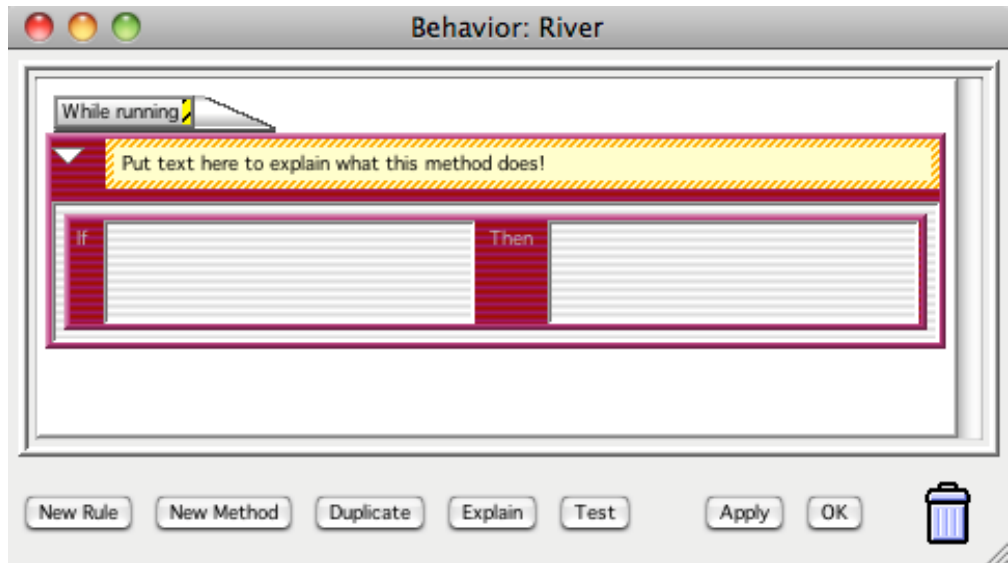
The Ground: The Ground is only a background.



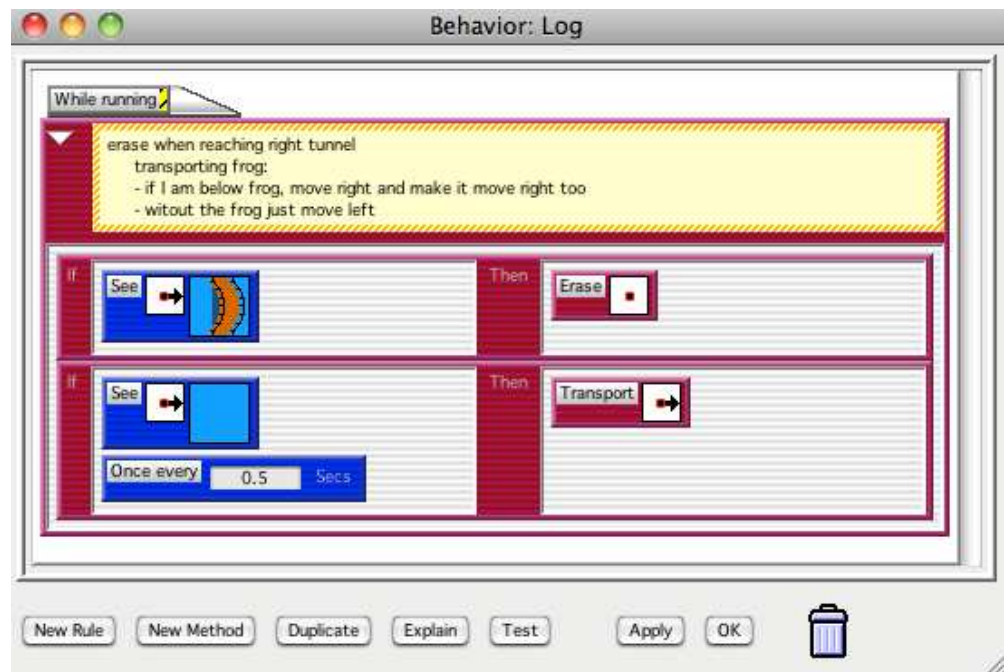
The Tunnel: Generates trucks every one second with a 50% chance.



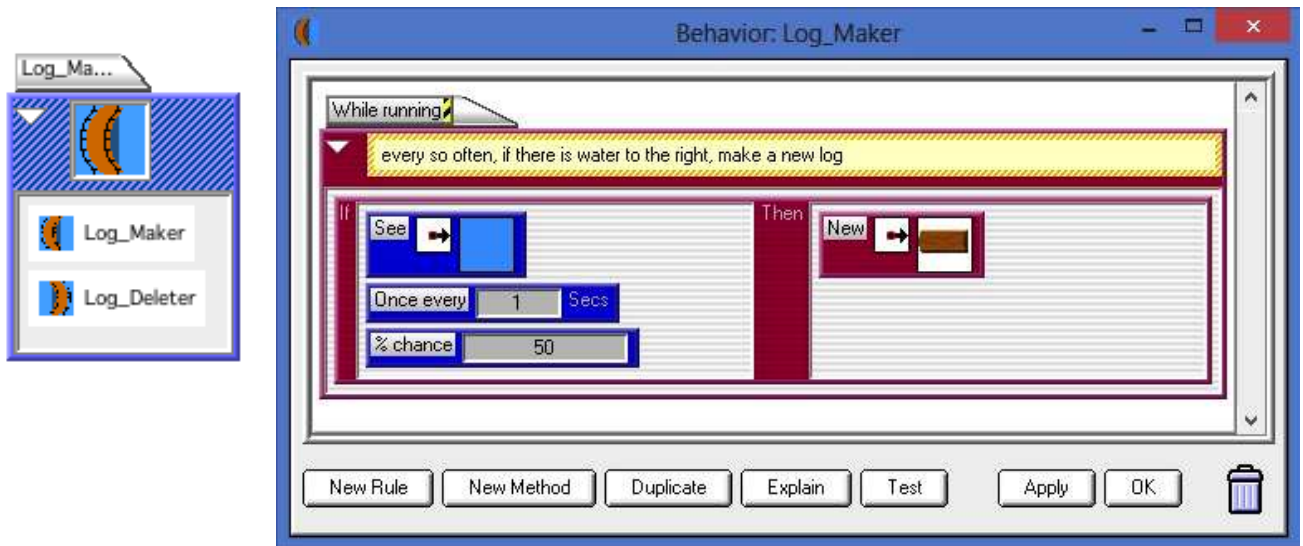
The River: The River is only a background.



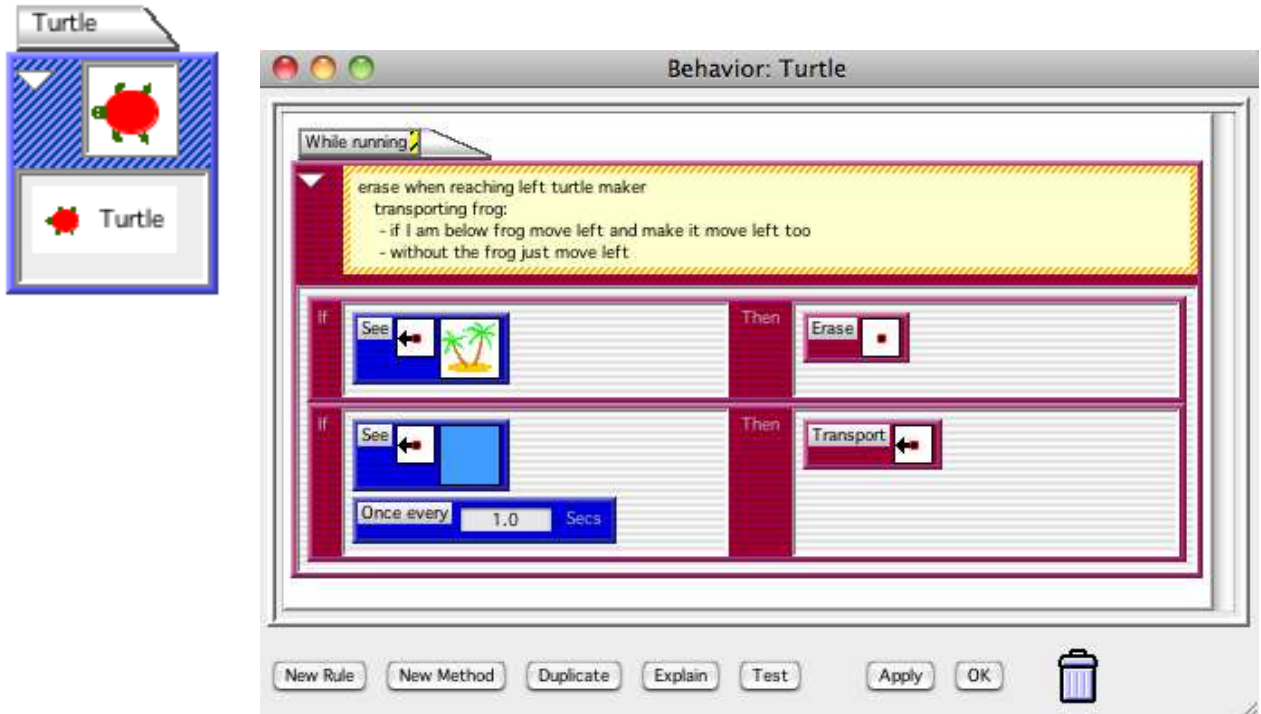
The Log: Transports Frogs; moves from right to left; disappears at the end of the River.



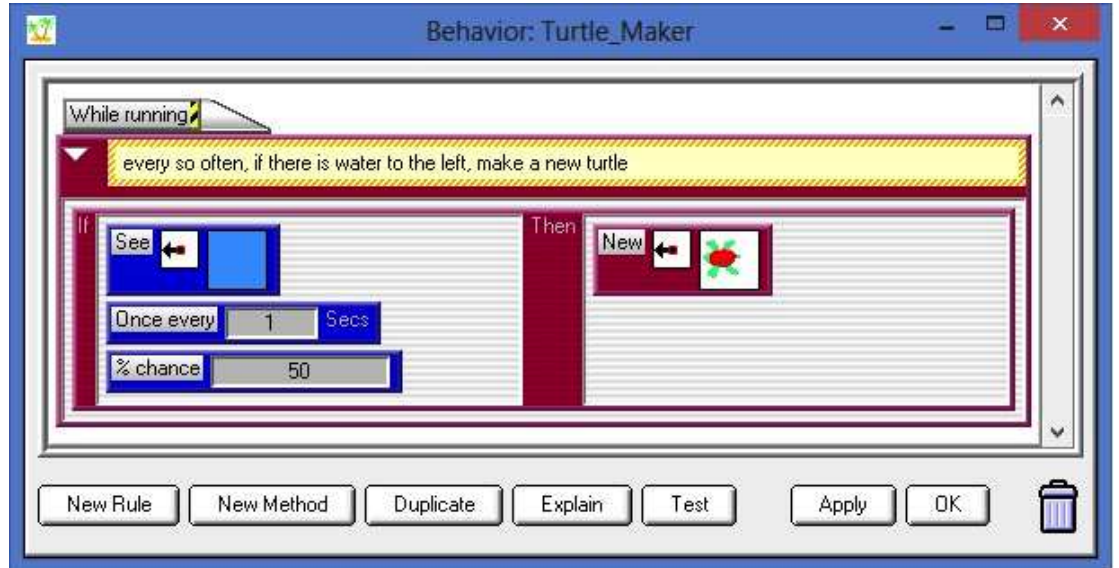
The Log Generator: Generates Logs once every second with a 50% chance.



The Turtle: Transports Frogs; moves from left to right; disappears at the end of the River.



Turtle Generator: Generates Turtles every one second with a 50% chance.



The Grotto: The Grotto is only a background.

