



Behavior Logs

While running

Put text here to explain what this method does!

If See [Truck] **Absorb** Then Erase []

If See [Lily Pad] **Transport** Then Transport []

Once every 0.8 Secs

Behavior Log_In

While running

Put text here to explain what this method does!

If See [Lily Pad] **Generate** Then New []

Once every 1.0 Secs

% chance 30

Behavior: Frog

While running

Put text here to explain what this method does!

If See [Truck] **Collision** Then Change []

Wait 0.5

Show Message []

Reset simulation

If Stacked immediately above [Flag] **to win** Then Show Message []

Reset simulation

If Key [Right] **Move, Frog** Then Move [Right]

If Key [Left] Then Move [Left]

If Key [Up] Then Move [Up]

If Key [Down] Then Move [Down]

Behavior Lily_Pads

While running

Put text here to explain what this method does!

If See [Truck] **Absorb** Then Erase []

If See [Lily Pad] **Transport** Then Transport []

Once every 0.8 Secs

Behavior Truck

While running

Put text here to explain what this method does!

If See [Truck] **Absorb** Then Erase []

If See [Lily Pad] **Move** Then Move [Right]

Once every 0.8 Secs

Behavior Lp_In

While running

Put text here to explain what this method does!

If See [Lily Pad] **Generate** Then New [Lily Pad]

Once every 1.0 Secs

% chance 30

Behavior Auto_In

While running

Put text here to explain what this method does!

If See [] **Generate** Then New [Truck]

Once every 1.0 Secs

% chance 30