Scalable Game Design: Frogger Success Criteria Checklist

Your Name: **Reviewers Names:**
                                                         1.
                                                         2.

1. Completed pre-unit survey
2. Composed narrative in Google Docs including my game design and game play ideas
3. Saved my project to my W: drive daily
   Optional: I backed up my project folder to my flash drive or cloud storage
4. Created the frog agent
5. Created a background agent (grass, dirt, sand, etc.)
6. Created street agents:
   o A. Street/road
   o B. Vehicle(s)
   o C. Generator/in and Absorber/out for vehicles (tunnels and/or bridges)
7. Created a worksheet and placed street scene agents and frog on it
8. Saved the worksheet as Level 1 or Frogger 1
9. Programmed frog movement (left, right, up, and down)
10. Programmed vehicle (truck, car, bus, etc) movement left to right
11. Programmed the vehicles to **Absorb** into the exit agent (tunnel, bridge, etc.)
12. Programmed the vehicles to **Generate** from the entry agent (tunnel, bridge, etc.)
13. Programmed vehicle **Collision** with frog (dead frog)
14. Created basic river agents:
    o Water
    o Logs to float downstream, right to left
    o Log entry and exit point agents, with two different depictions if you wish, and from the river (water fall, bridges and/or saw mill)
15. Programmed logs to move downstream on water (left to right)
16. Programmed the logs to **Absorb** at exit agent on right (saw mill, bridge, etc.)
17. Programmed log generator on the left (tunnel or bridge) to **Generate** logs
18. Created turtle/lily pad agents to swim upstream the opposite direction of the logs
19. Programmed turtles/lily pads to move upstream on water, right to left
20. Programmed turtles/lily pads to **Absorb** at exit agent to left
21. Programmed turtle/lily pad generator to **Generate** turtle/lilies to move left
22. Programmed logs and turtles/lily pads to **Transport** the frog
23. Programmed frog to drown
24. Programmed the frog to win by stacking above the grotto/flag
25. Coded frog to die when above vehicle and prevent cheating around sides
26. Uploaded game to Arcade and completed post-unit survey

Advanced: Created and programmed additional levels w/ difficulty (worksheets)

Way Advanced: Add opposite moving vehicles, frog regeneration after death, lives counter and/or scoring based upon other tutorials / SGD wiki examples. Earn it!

Detailed Comments: specific items you liked, ideas to improve the game, or encouragement to fix items