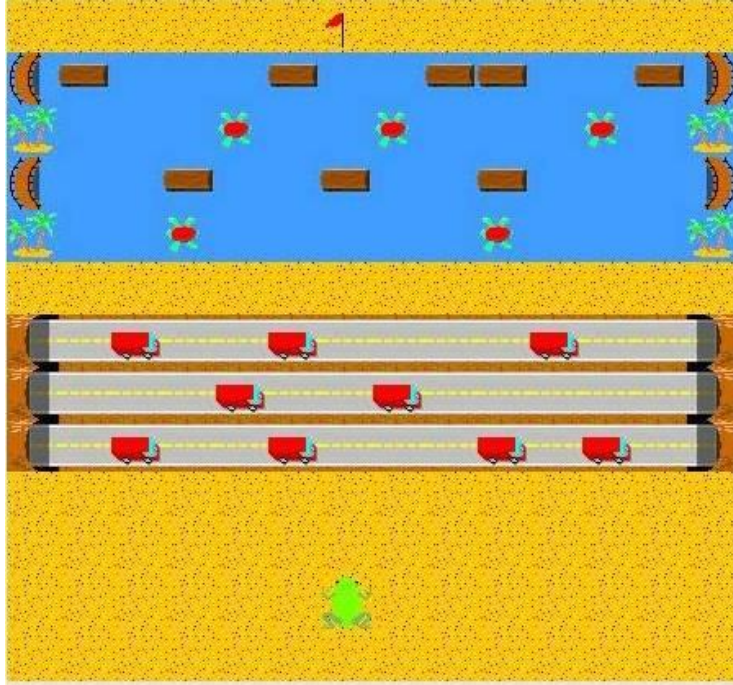


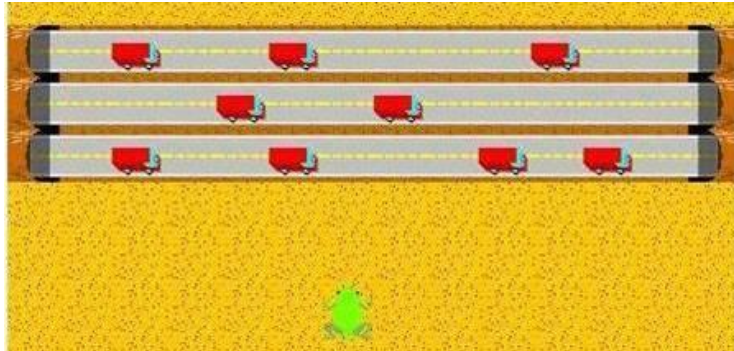
Frogger

Programming

Help Sheets



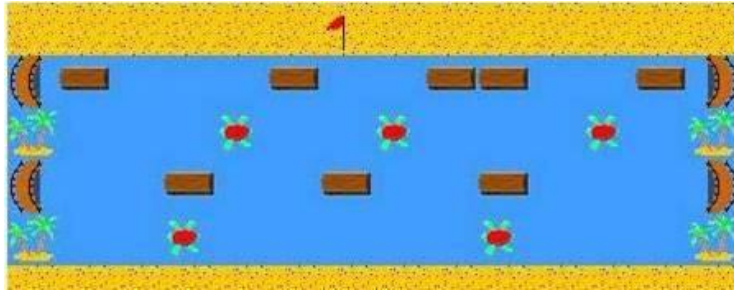
Agents (*street scene*)



	Alternative Names
Frog	
Vehicle	Car or Truck
★ Street	Road
★ Ground	Sidewalk
Tunnels	<i>CarsEnter</i> <i>CarsExit</i> ★

★ No behaviors

Agents (*water scene*)



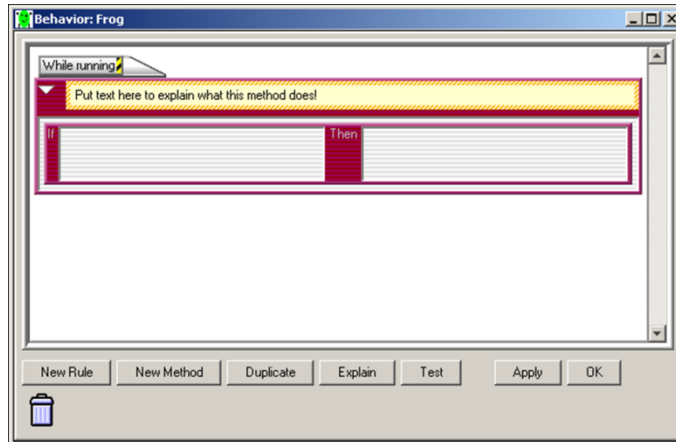
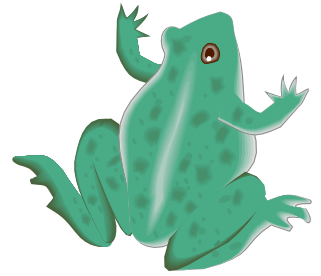
	Alternative Names
Water	River
Logs	
Bridges	Waterfall <i>LogsEnter</i> <i>LogsExit</i>
Turtles or	Lily pads
Island	<i>TurtlesEnter</i> <i>TurtlesExit</i> ★
★ Flag	Grotto




No behaviors

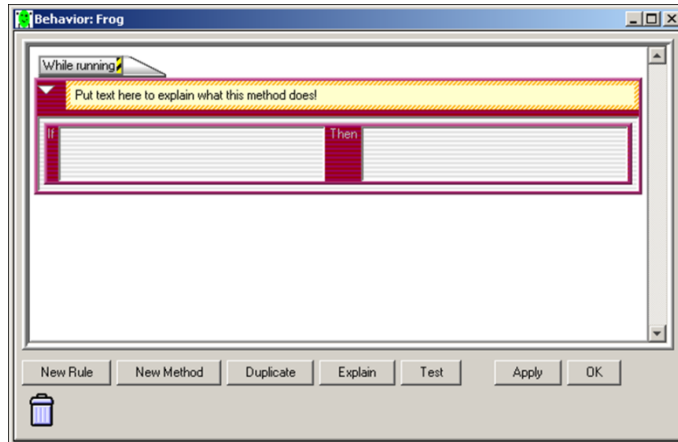
Frog Behavior

(street scene)

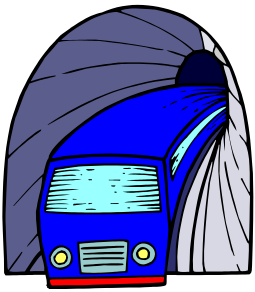


IF	THEN
<p>If the player uses the KEYS</p> 	<p>then the frog MOVES up, down, left, right <i>(these must be separate rules; NEW RULE for each arrow key)</i></p>
<p>If the frog SEES the truck just to the left <i>(that is, the truck is just about to roll over the frog)</i></p>	<p>then the frog is about to die:</p> <ol style="list-style-type: none"> 1) give a warning sound (for example, blow the horn) 2) CHANGE the frog to a squished frog 3) WAIT so the player can see that the frog is dead 4) ERASE the frog 5) RESET the game (simulation)

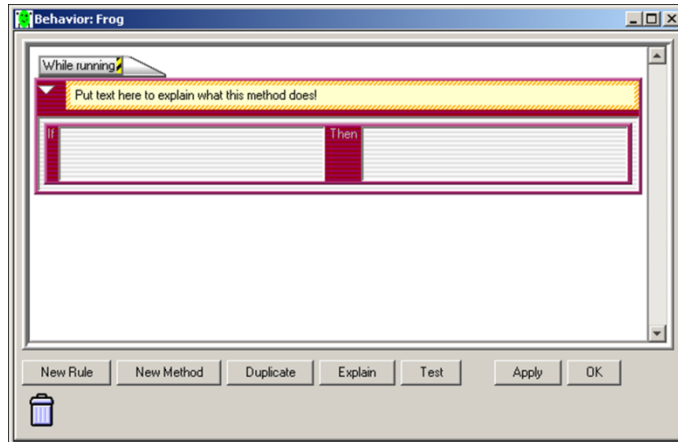
Vehicle Behavior



IF	THEN
If the vehicle SEEs the road	then it MOVEs forward
If the vehicle SEEs the tunnel (EXIT) in front	then ERASE



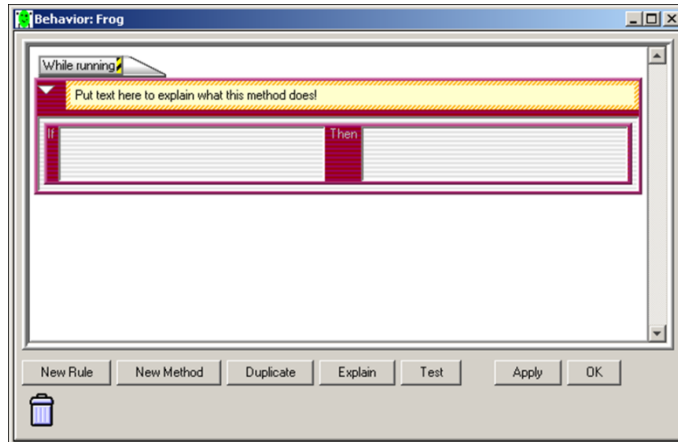
Tunnel Behavior



IF	THEN
<p>If the tunnel (ENTER):</p> <ol style="list-style-type: none">1. SEEs the road ahead2. ONCE EVERY __ secs3. % CHANCE _____	<p>then it makes a NEW truck</p>

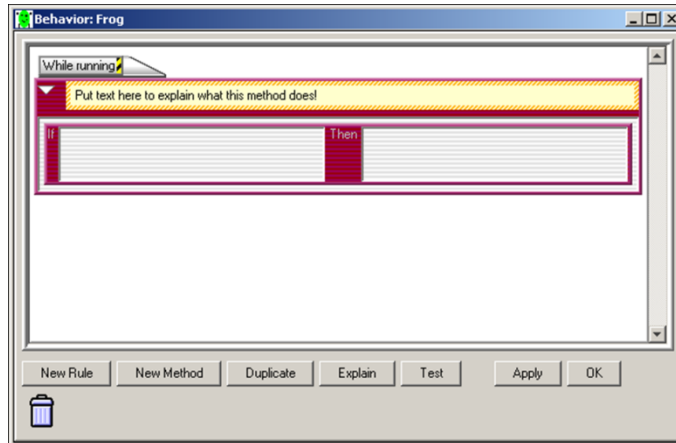
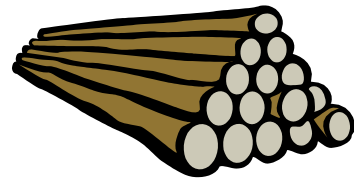
Frog Behavior

(river scene)



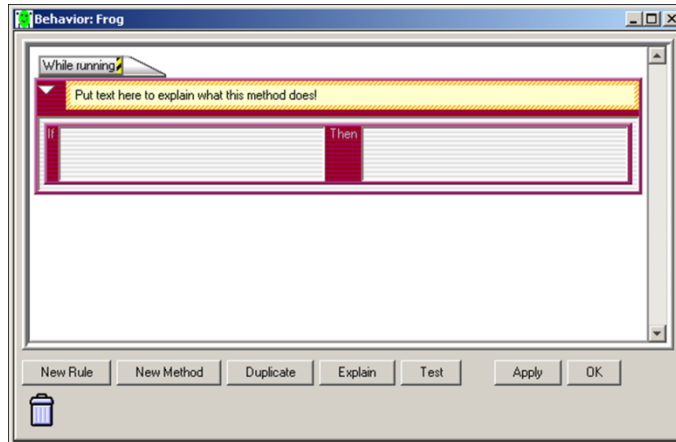
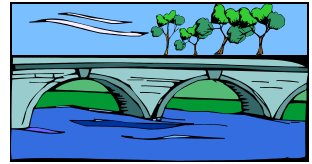
IF	THEN
If the frog is STACKED immediately above the water	then the frog drowns: <ol style="list-style-type: none">1. Make sound and / or words2. ERASE3. RESET Simulation
If the frog STACKED immediately above the flag	then the player wins: <ol style="list-style-type: none">1. Make sound, words, user dialog2. STOP Simulation

Log Behavior

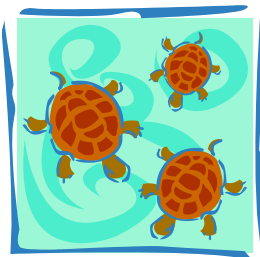


IF	THEN
If the log SEEs the bridge (EXIT)	then ERASE
If the log 1. SEEs the water ahead 2. ONCE EVERY ___ secs	TRANSPORT →

Bridge Behavior

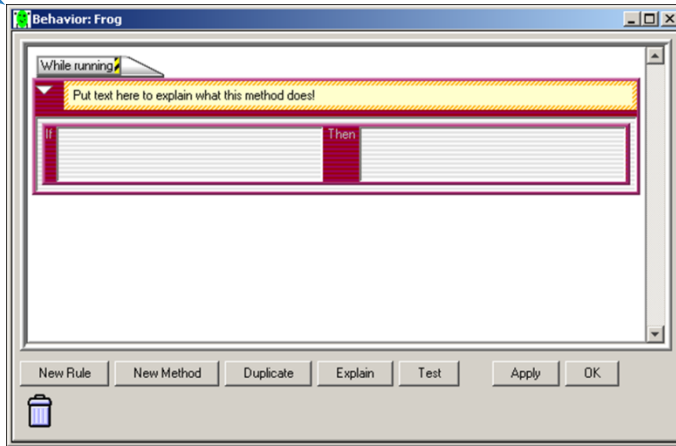


IF	THEN
<p>If the bridge (ENTER):</p> <ol style="list-style-type: none">1. SEEs the water ahead2. ONCE EVERY __ secs3. % CHANCE _____	<p>then it makes a NEW log</p>



Turtle Behavior

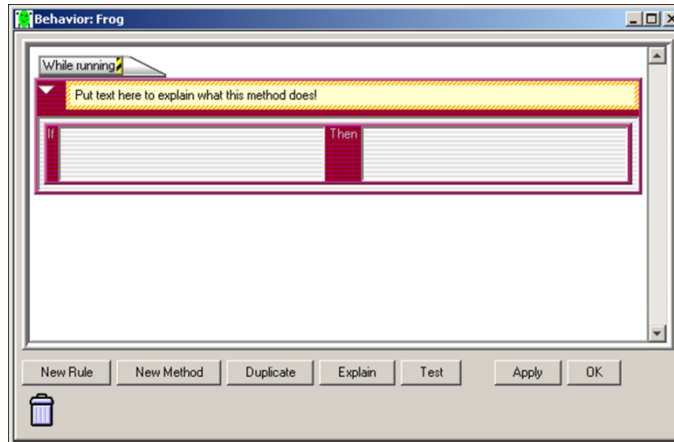
(or Lilypad)



IF	THEN
If the turtle sees the island (EXIT)	then erase
IF the turtle sees the water	TRANSPORT ←



Island Behavior (or Waterfall)



IF	THEN
<p>If the island(ENTER):</p> <ol style="list-style-type: none">1. SEEs the water ahead2. ONCE EVERY ___ secs3. % CHANCE _____	<p>then it makes a NEW turtle (lilypad)</p>