

# Frogger Handouts

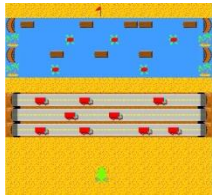
# Frogger – Success Criteria Checklist

Name: \_\_\_\_\_ Period: \_\_\_\_\_

- 1. Turned in permission form
- 2. Completed online survey
- 3. Saved my project to my W: drive daily
- 4. Created the frog agent
- 5. Created the background agents (grass, dirt, sand, etc.)
- 6. Created street agents:
  - A. Street/road
  - B. Vehicle(s)
  - C. Separate agents for entry and exit points to and from the street (tunnels and/or bridges)

## Street Scene

- 7. Created a worksheet and placed street scene agents and frog agent on it
- 8. Saved the worksheet in my project folder
- 9. Programmed frog movement (left, right, up, and down)
- 10. Programmed vehicle (truck, car, bus, etc) movement left to right
- 11. Programmed the vehicles (tunnel, bridge, etc.) to Absorb into the exit agent
- 12. Programmed the vehicle to Generate from the entry agent (tunnel, bridge, etc.)
- 13. Programmed Collision with frog (dead frog)



## Water Scene

- 14. Created basic river agents
  - Water
  - Logs to float downstream
  - Separate agents for entry and exit points to and from the river (water fall, bridges and/or saw mill)
- 15. Programmed log movement on water left to right
- 16. Programmed the logs (saw mill, bridge, etc.) to Absorb into the exit agent
- 17. Programmed the logs to Generate from the entry agent (tunnel or bridge)
- 18. Programmed frog unable to swim, to drown
- 19. Created turtle and/or lily agents to swim upstream
- 20. Programmed turtles and/or lilies to move upstream (right to left)
- 21. Programmed an exit agent to Absorb the turtles and/or lilies
- 22. Programmed the turtles and/or lilies to Generate from an entry agent
- 23. Programmed Transport of frog on logs, turtles, and/or lilies
- 24. Programmed frog to touch grotto/flag/etc. to win
- 25. Programmed frog to die when above vehicle and all entry / exit points
- 26. Uploaded game to Arcade and completed post-unit survey
- Advanced: Created and programmed additional levels w/ difficulty (worksheets)
- Advanced: Programmed frog regeneration after death, lives counter, and scoring based upon other tutorials.

# Frogger Vocabulary

**Frogger** – a classic arcade game from the 1980’s where a frog must cross a road and a river while attempting to avoid various dangers such as moving vehicles and water in order to get to the other side.

**AgentSheets** – program from CU Boulder that allows you to create and simulate the Frogger game and other games

**Agent** – all the parts of your game (the components or objects that make up your game)

**Gallery** – the location where agents are kept/stored

**Depiction** – the drawing you make of your agent

**Worksheet** – the “game board”

**Street Scene** – the part of the worksheet that the frog agent crosses to avoid vehicles

**River Scene** – the part of the worksheet that the frog agent crosses over to get to the flag

**Absorb** – the event in the game where an agent is “erased” or “disappears”

**Generate** – the event in the game where an agent is “created” or “appears”

**Collision** – the event in the game where one agent runs into another agent

**Transport** – the event in the game where one agent carries another agent

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