

Scalable Game Design: Frogger Success Criteria Checklist

Your Name:

Reviewers Names:

1.

2.

- 1. Completed pre-unit survey
- 2. Used my time wisely daily as I worked on this project.
- 3. Saved my project to my Private Folder.
Optional: I backed up my project folder to my flash drive or cloud storage
- 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)
- 7. Created a worksheet and placed street scene agents and frog agent 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 (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)
- 14. Created basic river agents
 - Water
 - Logs to float downstream, right to left
 - One agent for entry and exit points, with two depictions if you wish, and from the river (water fall, bridges and/or saw mill)
- 15. Programmed log to move downstream on water, left to right
- 16. Programmed the logs (saw mill, bridge, etc.) to **Absorb** at exit agent on right
- 17. Programmed log generator on the left (tunnel or bridge) to **Generate** logs
- 18. Programmed frog to drown
- 19. Created turtle or lily pad agents to swim upstream the opposite direction of the logs
- 20. Programmed turtles or lilies to move upstream on water, right to left
- 21. Programmed turtles or lilies to **Absorb** at exit agent to left
- 22. Programmed turtles or lilies generator to **Generate** turtle/lilies to move left
- 23. Programmed logs and turtles or lilies to **Transport** the frog
- 24. Programmed frog to win by touching the grotto or capturing the flag, etc.
- 25. Programmed frog to die when above vehicle and prevent cheating around sides
- Advanced: Created and programmed additional levels w/ difficulty (worksheets)
- Way Advanced: Add Super Frog, opposite moving vehicle, frog regeneration after death, lives counter and/or scoring based upon other tutorials and SGD wiki examples. Earn it!
- 26. Uploaded game to Scaleable Game Design Arcade and completed post-unit survey

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