







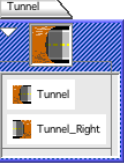



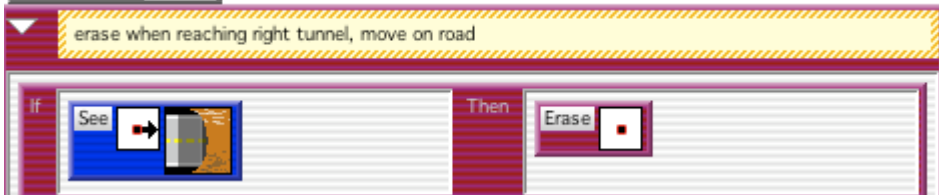


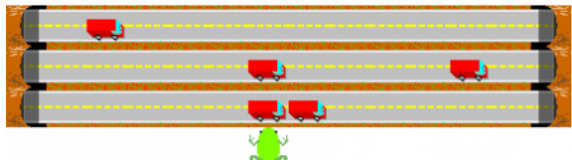


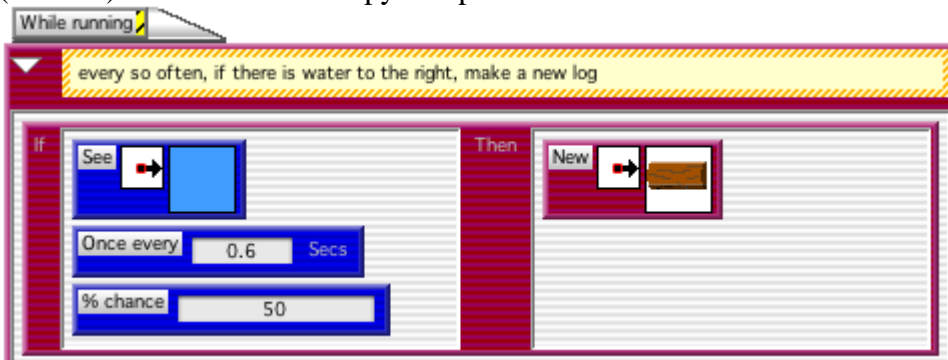



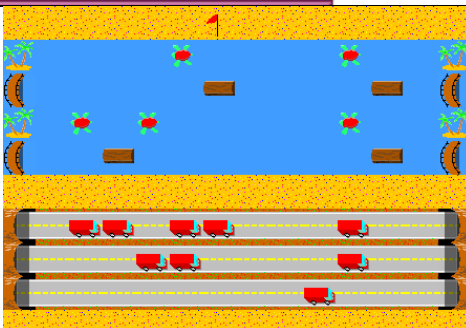




Frogger Game Programming Quick Guide Sheet



Day 1	Create frog agent.
	Create a worksheet – Put Frog in Worksheet. Save Worksheet as LEVEL 1
Frog Behavior 	<p>Program Frog Behavior- able to move in <u>all four directions</u> frog</p> <p>(If KEY  ...Then Move ) Test Frog.</p> 
Day 2	Create street and car or truck agent,
	Add streets and cars to worksheet
Truck Behavior 	<p>Trucks agents programmed to move on road, left to right ONLY.</p> <p>(If see  road, Once every 0.5 sec....Move )</p> 
	Test...Note on test run - cars stack up.
	<p>Create Tunnel Agents-One for Left and one for Right.</p> <p>To duplicate (make a copy)</p> <ol style="list-style-type: none"> 1. Go to Gallery...Duplicate Depiction...Flip Horizontal 2. Rename your agent. Ex: Tunnel_Absorber (on the right)
Tunnel Behavior 	<p>Place Tunnels on Worksheet. Program</p> 
Truck Behavior 	<p>Add a New Rule to erase trucks when they get to the right tunnel.</p> 
	Test. Are the trucks being generated from the left tunnel and erased at the right tunnel?
Day 3	<p>Collision of frog and truck.</p> <p>Create bloody frog agent, add sound. In the Gallery Window select the Frog agent. At the bottom of the Gallery Window click the "New Depiction" button and name it "squished frog." Then,</p>

<p>Frog Behavior</p> 	<p>select the new depiction, and edit it to represent a squished frog.</p> 
	<p>Test all behaviors. Does the frog get squished correctly and the game resets itself?</p> 
<p>Day 4</p>	
<p>Log Behavior</p> 	<p>Create River agent. Place on Worksheet. It has no behavior.</p> <p>Create a Log agent. Copy truck behavior for the log to move left to right <u>like the truck</u> and erase.</p>
<p>Log Maker Behavior</p> 	<p>Make a Log Maker agent. Give behavior <u>like tunnels</u> above to generate logs and erase (absorbs) at end. You can copy and paste these behaviors.</p> 
	<p>Program frog to drown if he's in the water.</p>
	<p>Make frog unable to swim, type in "I cannot swim" or make splash sound</p>
<p>Frog Behavior</p> 	
<p>Log Behavior</p> 	<p>So you have your logs moving right to left and being absorbed, now let's add a rule to have the log transport the frog if he jumps on a log.</p> <p>See next page.</p> 
<p>Log</p>	

Transport Behavior



Behavior: Log

While running

erase when reaching right tunnel
transporting frog:
- if I am below frog, move right and make it move right too
- without the frog just move left

If See [Log] Then Erase

If See [Frog] Then Transport

Once every 0.5 Secs

Day 5

Create **Turtle** agent,

Turtle Behavior



Make the turtle move on water, **right to left. Opposite the logs behavior**
Also later program turtle to absorb into the left Turtle Maker

Behavior: Turtle

While running

erase when reaching left turtle maker
transporting frog:
- if I am below frog move left and make it move left too
- without the frog just move left

If See [Turtle Maker] Then Erase

If See [Frog] Then Transport

Once every 0.5 Secs

Make a **Turtle/Maker** and **Turtle Absorber** just like the tunnels except opposite action/right to left movement.

Turtle Maker Behavior

(Generator)



right side

While running

every so often, if there is water to the left, make a new turtle

If See [Water] Then New [Turtle]

Once every 0.6 Secs

% chance 50

Turtle Absorber Behavior



Absorbs turtles on the left side of the worksheet. Test to make sure it absorbs turtles.

Test to make sure frog jumps on a turtle and is transported.

Frog Behavior



If Stacked immediately above [Flag] Then I made it

Stop simulation

Congrats!!

Final assessment – Upload your game to the Arcade. See my website for directions. ©