Scalable Game Design: Frogger Success Criteria Checklist

Your Name: 

Reviewers Names:

1. Completed pre-unit survey

2. Posted theme, game design, and game play ideas in class blog (Edmodo, etc.)

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 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 Arcade 2 and completed post-unit survey

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