**Frogger Grade Sheet**

- (10) Frog can move in all 4 directions.
- (15) Trucks are generated by a tunnel at a reasonable rate.
- (10) Trucks are absorbed by a tunnel at the end of the road.
- (15) Frog is killed by a truck running over him or by jumping onto the truck.
- (15) When the frog dies, it changes to a “dead frog”, the user sees a message that tells him/her the game is over, and the game resets.
- (20) The frog wins when he arrives at the grotto, the user is notified and the game resets.
- (15) Effort is put into drawing the agents.

**Bonus Points**

- (5) Frog can’t run across the tunnels to win.
- (5) Agents are creative (i.e. not the standard frog, truck, etc.)
- (5) When the frog wins, the depiction of the frog changes.
- (5) 2 types of trucks generated from the same tunnel.
- (10) Frog changes to face the direction it’s moving.
- (5) There are sounds in the game.
- (5) There is a river with logs/turtles that are generated on one side and absorbed on the other.
- (5) The frog dies when he lands in the river.
- (15) The frog can jump on logs/turtles to get across the river.

Required Points: _______ / 100
Bonus Points: _______ / 60
Total: _______ / 100