Scalable Game Design: Frogger Success Criteria Checklist

Your Name: 

Reviewers Names:
1. 
2. 

1. Completed pre-unit survey
2. Composed narrative in Google Docs including my game design and game play ideas
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 a background agent (grass, dirt, sand, etc.)
6. Created street agents:
   - A. Street/road
   - B. Vehicle(s)
   - C. Generator/in and Absorber/out for vehicles (tunnels and/or bridges)
7. Created a worksheet and placed street scene agents and frog 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 to Absorb into the exit agent (tunnel, bridge, etc.)
12. Programmed the vehicles to Generate from the entry agent (tunnel, bridge, etc.)
13. Programmed vehicle Collision with frog (dead frog)
14. Created basic river agents:
   - Water
   - Logs to float downstream, right to left
   - Log entry and exit point agents, with two different depictions if you wish, and from the river (water fall, bridges and/or saw mill)
15. Programmed logs to move downstream on water (left to right)
16. Programmed the logs to Absorb at exit agent on right (saw mill, bridge, etc.)
17. Programmed log generator on the left (tunnel or bridge) to Generate logs
18. Created turtle/lily pad agents to swim upstream the opposite direction of the logs
19. Programmed turtles/lily pads to move upstream on water, right to left
20. Programmed turtles/lily pads to Absorb at exit agent to left
21. Programmed turtle/lily pad generator to Generate turtle/lilies to move left
22. Programmed logs and turtles/lily pads to Transport the frog
23. Programmed frog to drown
24. Programmed the frog to win by stacking above the grotto/flag
25. Coded frog to die when above vehicle and prevent cheating around sides
26. Uploaded game to Arcade and completed post-unit survey
   Advanced: Created and programmed additional levels w/ difficulty (worksheets)
   Way Advanced: Add opposite moving vehicles, frog regeneration after death, lives counter and/or scoring based upon other tutorials / SGD wiki examples. Earn it!

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