Frogger Grading Rubric

Phase 1 (Road Crossing):

_____ (10) Frog can move in all 4 directions.
_____ (15) Trucks are generated by a tunnel at a reasonable rate.
_____ (15) Trucks are absorbed by a tunnel at the end of the road.
_____ (10) 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 re-sets.
_____ (15) Frog wins when he arrives at the grotto, the user is notified and the game re-sets.
_____ (10) Sounds are used (collisions and hopping).
_____ (10) Effort is put into drawing the agents.

Required Points: _______ / 100

Phase 2 (River Crossing):

_____ (10) Logs are generated by a tunnel at a reasonable rate.
_____ (10) Logs are absorbed by a tunnel at the end of the road.
_____ (10) Turtles are generated by a tunnel at a reasonable rate (going in opposite direction of logs).
_____ (10) Turtles are absorbed by a tunnel at the end of the road.
_____ (10) The frog can jump on logs/turtles to get across the river.
_____ (5) Frog is killed if he lands in the river.
_____ (15) When the frog drowns, it changes to a “drowning frog”, the user sees a message that tells him/her the game is over, and the game re-sets.

Required Points: _______ / 70

Bonus Points

_____ (5) Frog can’t run across the tunnels to win.
_____ (5) Frog changes to face the direction it’s moving.
_____ (5) 2 types of trucks generated from the same tunnel.

Bonus Points: _______/ 15

Total: _______/ 170