Scaled Game Design: Frogger Checklist

Game Designer's Name

Reviewers Names
1.
2.

- Turned in permission forms:
- Completed pre-unit survey
- Saved project to the My Documents folder + opened my project daily from there too
- I backed up my project folder to my network drive at the end of class each day
- Created the frog agent
- Created the background agents (grass and grotto)
- Created street agents:
  - Street/road
  - Vehicle(s)
  - Separate agents for entry and exit points to and from the street (tunnels and/or bridges)
- Created a worksheet and placed street scene agents and frog agent on it
- Saved the worksheet in my project folder
- Programmed frog movement (left, right, up, and down)
- Programmed vehicle (truck, car, bus, etc) movement left to right
- Programmed the vehicles (tunnel, bridge, etc.) to Absorb into the exit agent
- Programmed the vehicle to Generate from the entry agent (tunnel, bridge, etc.)
- Programmed Collision with frog (dead frog)
- Programmed frog to touch grotto/flag/etc. to win
- (Level 2) Created basic river agents
  - Water
  - Logs
  - Separate agents for entry and exit points to and from the river (water fall, bridges and/or saw mill)
- (Level 2) Programmed log movement on water left to right
- (Level 2) Programmed the logs (saw mill, bridge, etc.) to Absorb into the exit agent
- (Level 2) Programmed the logs to Generate from the entry agent (tunnel or bridge)
- (Level 2) Programmed frog unable to swim, to drown
- (Level 2) Created turtle and/or lily agents
- (Level 2) Programmed turtles and/or lilies to move upstream (right to left)
- (Level 2) Programmed an exit agent to Absorb the turtles and/or lilies
- (Level 2) Programmed the turtles and/or lilies to Generate from an entry agent
- (Level 2) Programmed Transport of frog on logs, turtles, and/or lilies
- (Level 2) Programmed frog to die when above vehicle and all entry / exit points
- *[Advanced] Created and programmed additional levels (worksheets)
- *[Advanced] Programmed frog regeneration after death, lives counter, and scoring
- Uploaded game to Arcade and completed post-unit survey
- Played two other student’s games and reviewed them

Comments: