Frogger #1 Quick Tips

Gallery Pictures

Frog
- Frog
- Deadfrog

Grass
- Grass

Road
- Road

Truck
- Truck

Garage
- Garage
- Rightgarage

Water
- Water

Log
- Log

Turtle
- Turtle

Bridge
- Bridge
- Leftbridge

Island
- Island
- Rightisland

Grotto
- Grotto
Frog Behavior

1. Pressing the arrow keys make the frog move in the specified direction.
2. If I see a truck to the left of me, I will die.
3. If I move on top of a truck, I will die.
4. If I am on top of the water, then I die.
5. If I am above the garage, then I die.
6. If I am above the island, then I die.
7. If I am above the bridge, then I die.

- **Key**: Move up
- **Key**: Move left
- **Key**: Move down
- **Key**: Move right

- **See**: Change to machine gun
- **Wait**: 0.5
- **Reset simulation**

- **Stacked immediately above**: Change to splash
- **Wait**: 0.5
- **Reset simulation**
Frog Behavior Continued

Behavior: Grass

1. I look pretty and do nothing.

Behavior: Road

1. I look pretty and do nothing.
**Behavior: Truck**

1. If I see open road then I move
2. If I see a garage then I erase myself

**Behavior: Garage**

1. If I see open road then I will generate a truck.

**Behavior: Water**

1. I look pretty and do nothing
Behavior: Log

- If I am below the frog, then I will transport the frog to the left.
- If I see water, I will move to the left.
- If I see a bridge, I will erase myself.

Behavior: Turtle

- If I am below the frog, then I will transport the frog to the right.
- If I see water, I will move to the right one space every half second.
- If I see an island, I will erase myself.
**Behavior: Bridge**

1. If I see water, then I will create a log.

   - **If** See
   - **Then** New
   - Once every 0.5 Secs
   - % chance 25

**Behavior: Island**

1. If I see open water then I will generate a turtle.

   - **If** See
   - **Then** New
   - Once every 0.5 Secs
   - % chance 25

**Behavior: Grotto**

- Put text here to explain what this method does!

   - **If** Stacked immediately below
   - **Then** Woo-hoo
   - Wait 0.5
   - Stop simulation