Frogger Handouts
Frogger – Success Criteria Checklist

Name: ________________________  Period: _____

1. Turned in permission form
2. Completed online survey
3. Saved my project to my W: drive daily
4. Created the frog agent
5. Created the background agents (grass, dirt, sand, etc.)
6. Created street agents:
   a. A. Street/road
   b. B. Vehicle(s)
   c. Separate agents for entry and exit points to and from the street (tunnels and/or bridges)
7. Created a worksheet and placed street scene agents and frog agent on it
8. Saved the worksheet in my project folder
9. Programmed frog movement (left, right, up, and down)
10. Programmed vehicle (truck, car, bus, etc) movement left to right
11. Programmed the vehicles (tunnel, bridge, etc.) to Absorb into the exit agent
12. Programmed the vehicle to Generate from the entry agent (tunnel, bridge, etc.)
13. Programmed Collision with frog (dead frog)
14. Created basic river agents
   a. Water
   b. Logs to float downstream
   c. Separate agents for entry and exit points to and from the river (water fall, bridges and/or saw mill)
15. Programmed log movement on water left to right
16. Programmed the logs (saw mill, bridge, etc.) to Absorb into the exit agent
17. Programmed the logs to Generate from the entry agent (tunnel or bridge)
18. Programmed frog unable to swim, to drown
19. Created turtle and/or lily agents to swim upstream
20. Programmed turtles and/or lilies to move upstream (right to left)
21. Programmed an exit agent to Absorb the turtles and/or lilies
22. Programmed the turtles and/or lilies to Generate from an entry agent
23. Programmed Transport of frog on logs, turtles, and/or lilies
24. Programmed frog to touch grotto/flag/etc. to win
25. Programmed frog to die when above vehicle and all entry / exit points
26. Uploaded game to Arcade and completed post-unit survey
Advanced: Created and programmed additional levels w/ difficulty (worksheets)
Advanced: Programmed frog regeneration after death, lives counter, and scoring based upon other tutorials.
<table>
<thead>
<tr>
<th>Vocabulary</th>
<th>Definition</th>
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<tbody>
<tr>
<td><strong>Frogger</strong></td>
<td>A classic arcade game from the 1980’s where a frog must cross a road and a river while attempting to avoid various dangers such as moving vehicles and water in order to get to the other side.</td>
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<tr>
<td><strong>AgentSheets</strong></td>
<td>Program from CU Boulder that allows you to create and simulate the Frogger game and other games</td>
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<tr>
<td><strong>Agent</strong></td>
<td>All the parts of your game (the components or objects that make up your game)</td>
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<td><strong>Gallery</strong></td>
<td>The location where agents are kept/stored</td>
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<td><strong>Depiction</strong></td>
<td>The drawing you make of your agent</td>
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<td><strong>Worksheet</strong></td>
<td>The “game board”</td>
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<tr>
<td><strong>Street Scene</strong></td>
<td>The part of the worksheet that the frog agent crosses to avoid vehicles</td>
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<tr>
<td><strong>River Scene</strong></td>
<td>The part of the worksheet that the frog agent crosses over to get to the flag</td>
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<tr>
<td><strong>Absorb</strong></td>
<td>The event in the game where an agent is “erased” or “disappears”</td>
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<tr>
<td><strong>Generate</strong></td>
<td>The event in the game where an agent is “created” or “appears”</td>
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<tr>
<td><strong>Collision</strong></td>
<td>The event in the game where one agent runs into another agent</td>
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<tr>
<td><strong>Transport</strong></td>
<td>The event in the game where one agent carries another agent</td>
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